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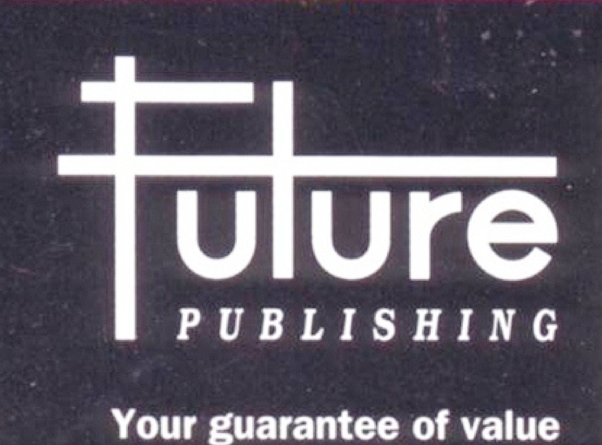
Super Skidmarks 2



TFX



Reviewed: TFX, Super Skidmarks 2, Ruffian, Man Utd: The Double, Whizz, Exile AGA, Angst.
Previewed: Virocop, USM.



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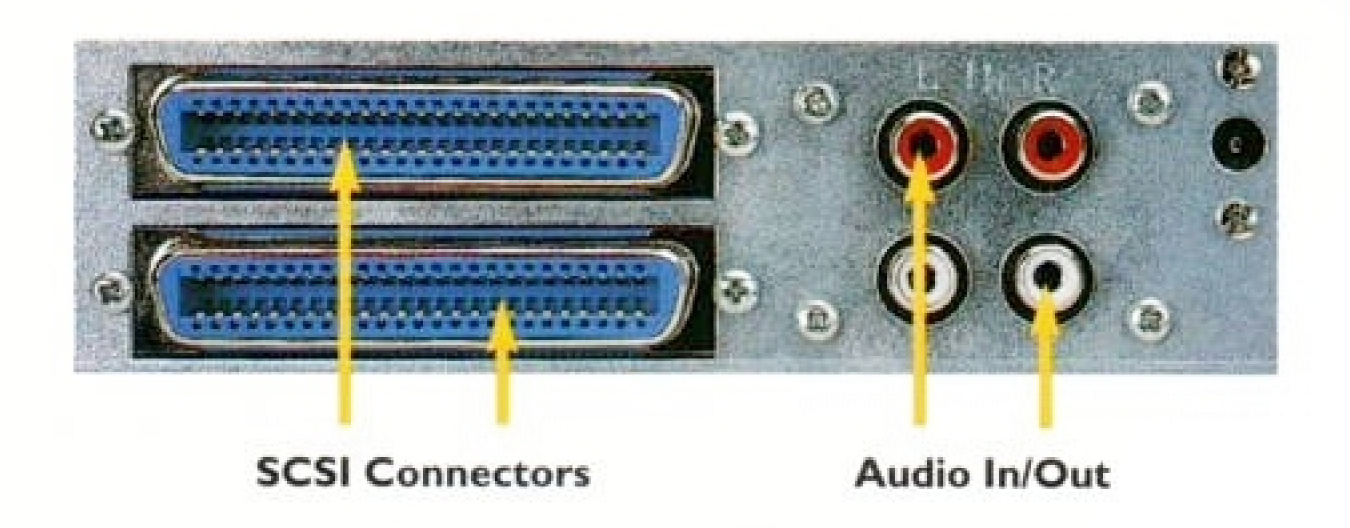


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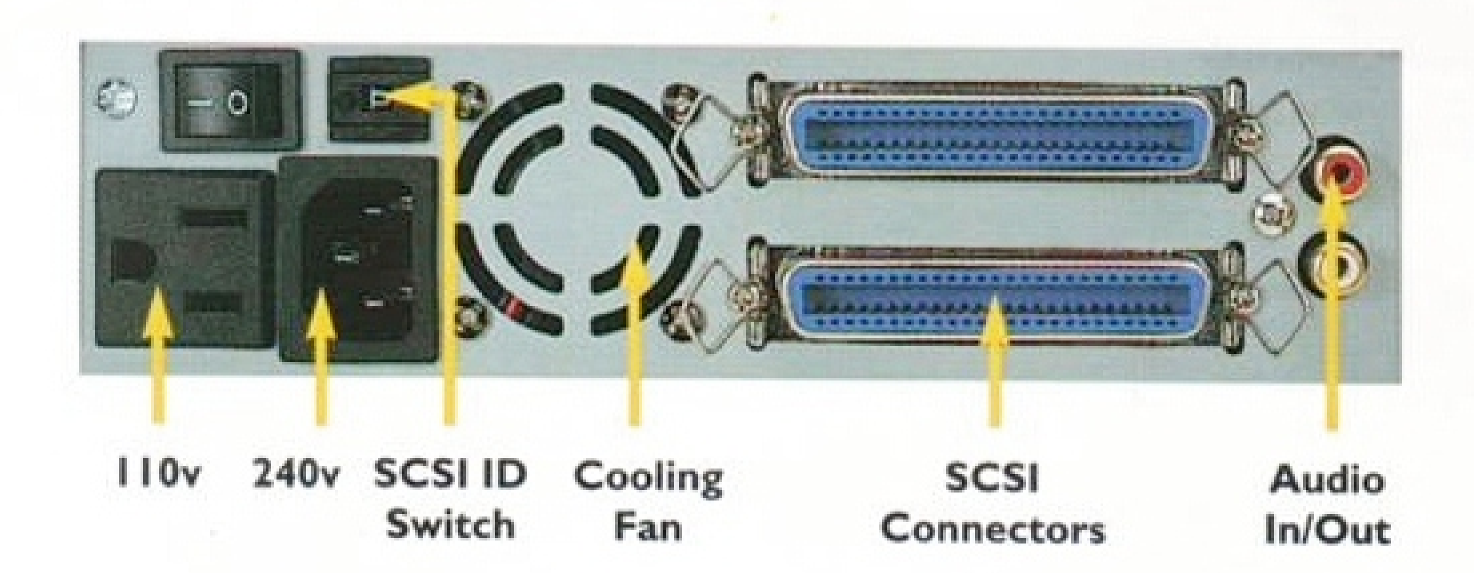
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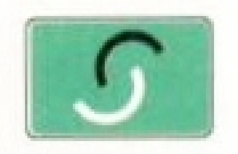
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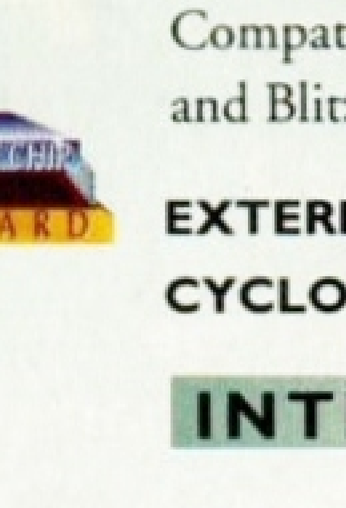
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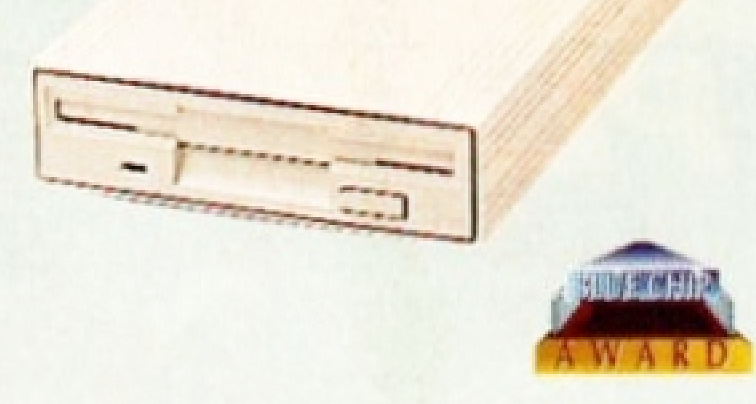
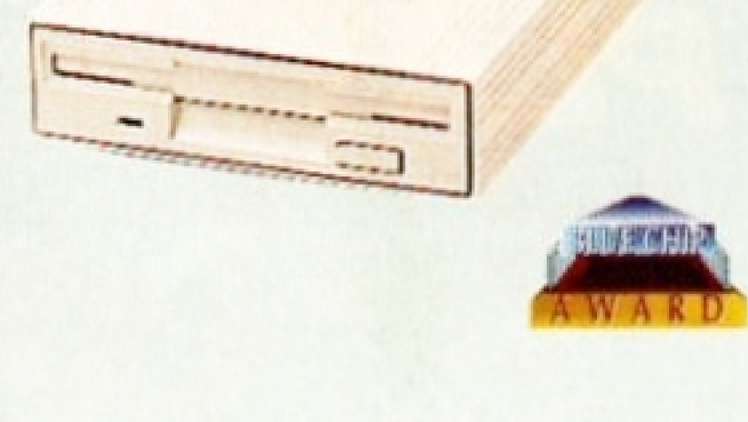
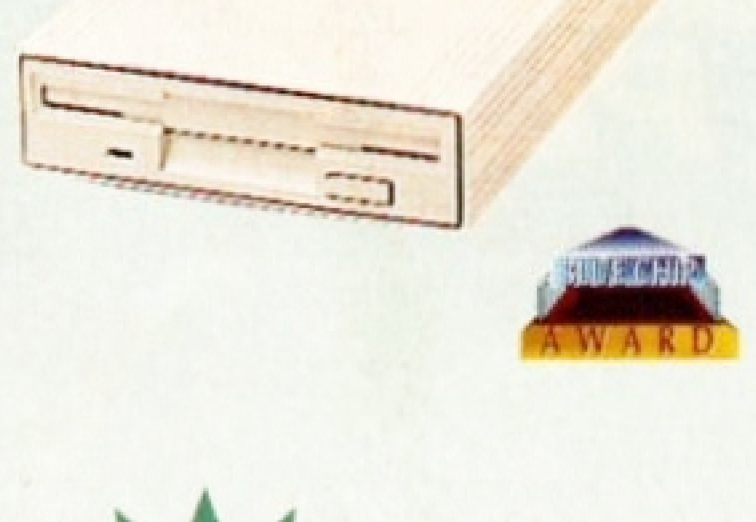


POWER DRIVE

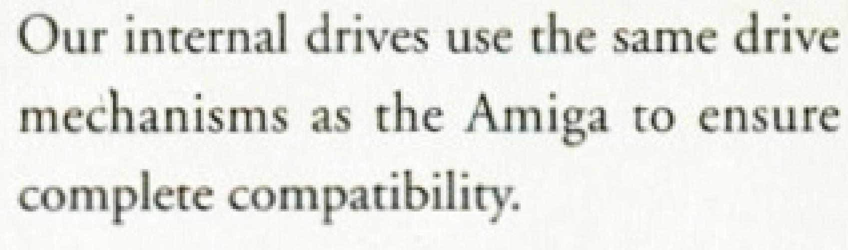
The Power Drive now includes Blitz Amiga and Floppy Expander, free. Floppy Expander allows you to compress files on floppy disks by up to 50%. Other features include: Anti-Click, Anti-Virus, Isolation Switch, 2 Year Warranty, Thru'port, Cyclone Compatible Chip, Backup Hardware and Blitz Compatible feature.



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IN THE WORLD'S BEST-SELLING AMIGA MAGAZINE THIS MONTH

AMIGA FORMAT

ISSUE 71 ■ MAY 1995

AMIGA NEWS



Why is console guru Richard Darling looking towards the Amiga? Find out on page 12.

Buy-out latest

There's a new player in the Commodore buy-out stakes. We reveal all. p10

MAIN FEATURE



Melody maker p20

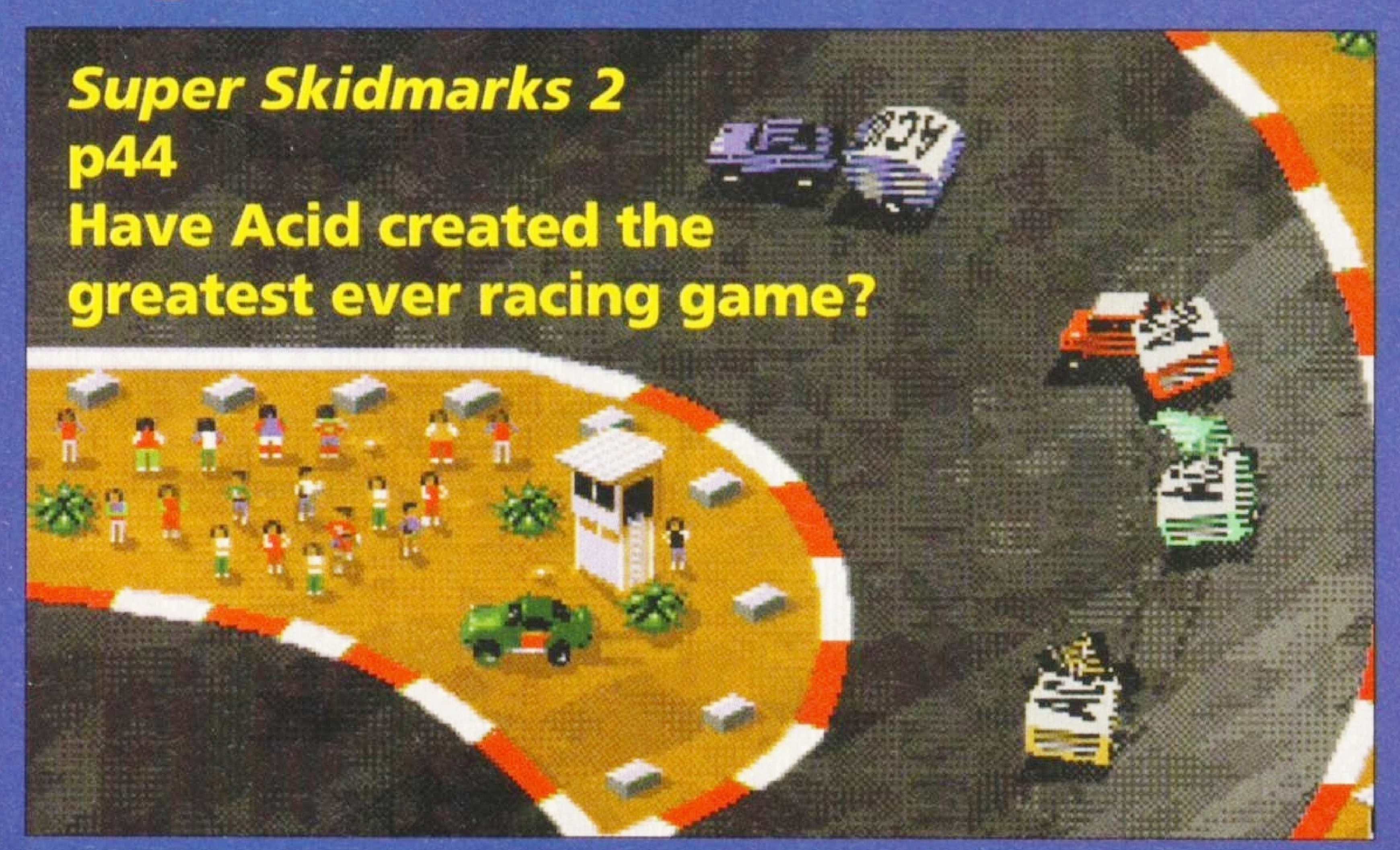
Jimi Hendrix did it with a guitar. We show you how to do it with our *Bars&Pipes Pro* Coverdisk.

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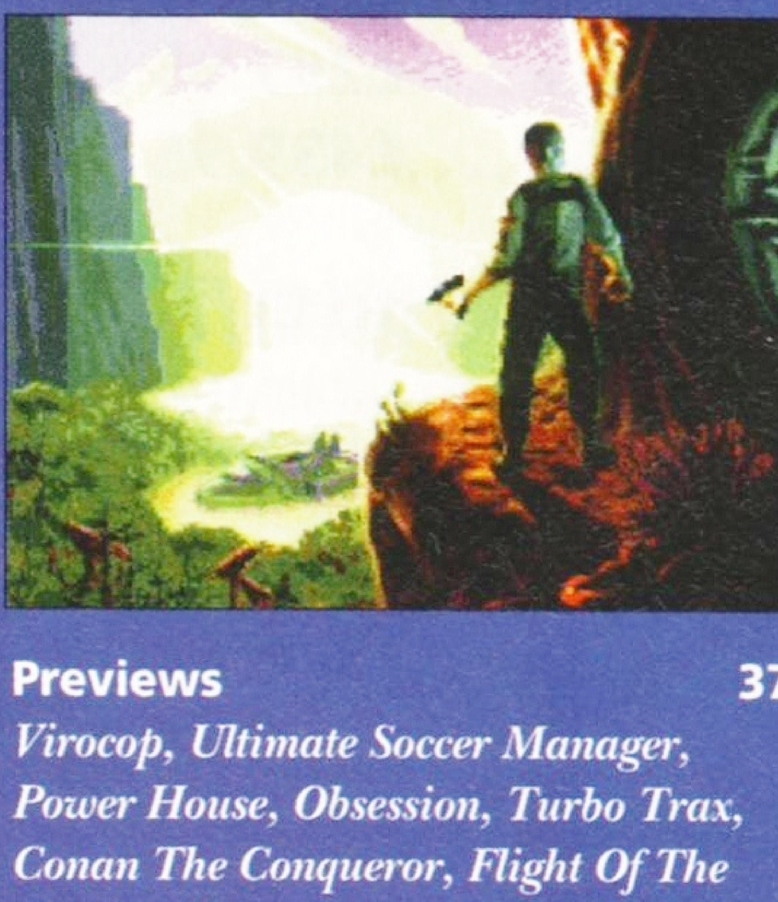
SCREEN PLAY

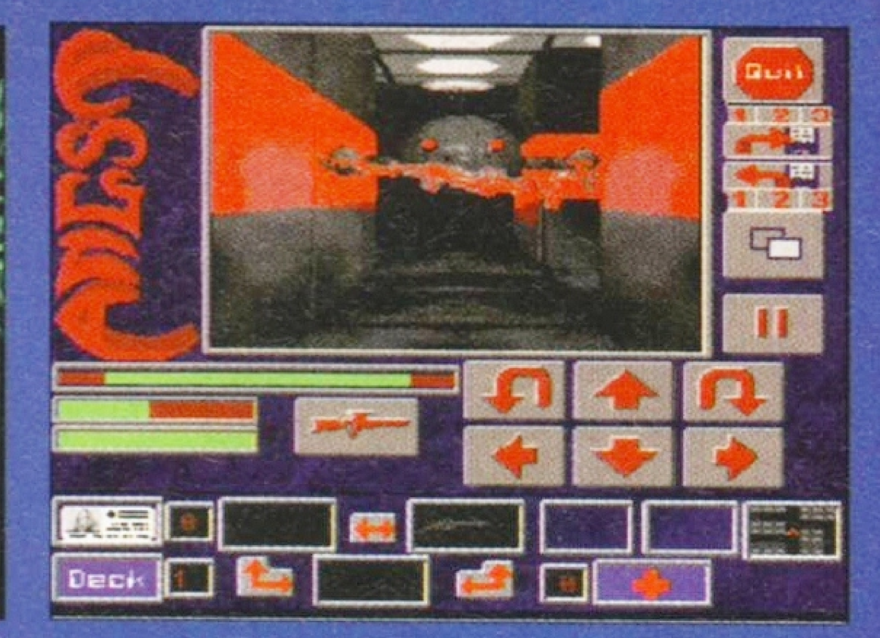
Page 35

Every new Amiga game reviewed and rated!



Super Skidmarks 2
p44
Have Acid created the greatest ever racing game?

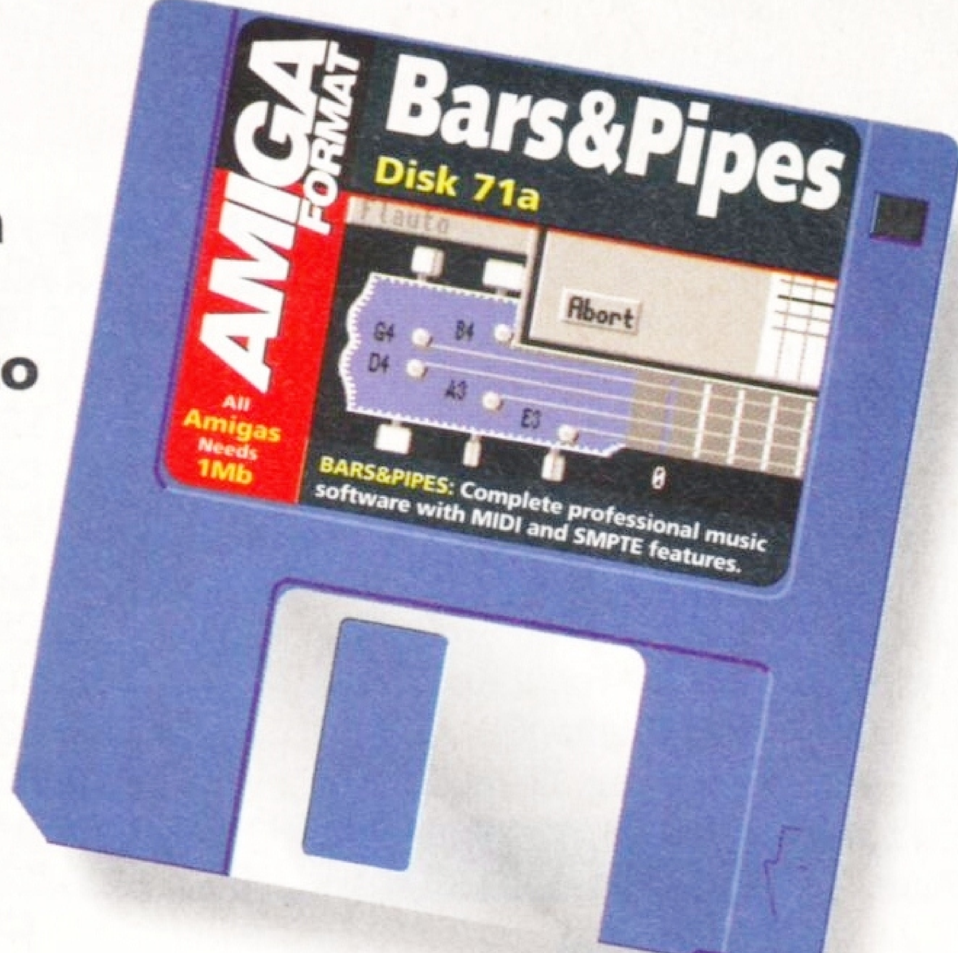




Exile (left): New version of a quirky adventure classic. *Angst* (above): Poor man's *Dungeon Master*?

Coverdisk A: Bars&Pipes p140

Bars&Pipes is more than just a sequencer program. In the right hands it can be the key to a whole new multimedia experience. Find out how to get started with this powerful package.



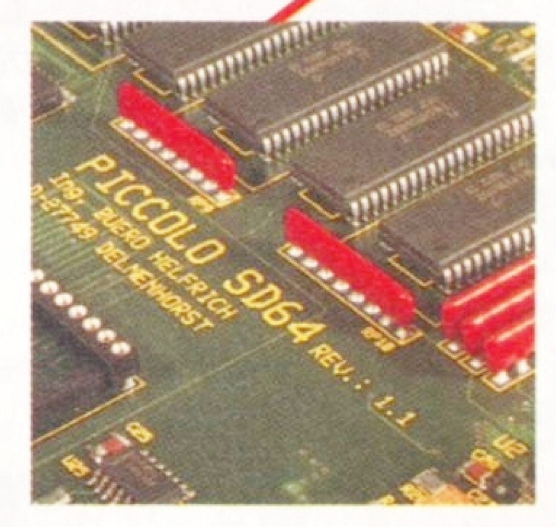
Coverdisk B: Alien Breed 3D and Death Mask p138

Stalk an eerie alien enemy around a maze of corridors in these exclusive demos of the two leading *Doom*-style games for the Amiga.



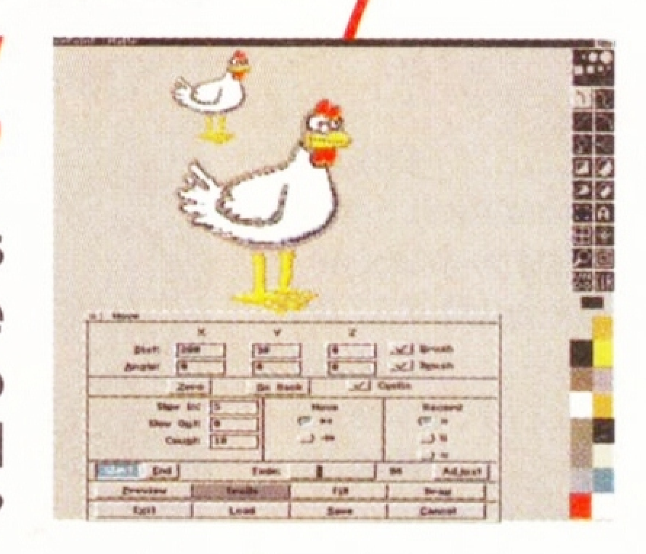
Piccolo p87

Read all about Ramiga's exciting new 64-bit graphics card.



DPaint V p97

Does this latest release do justice to an old favourite?



TFX p50

Ocean's long-awaited flight sim finally gets an airing.



Serial link feature p28

Turn on, tune in and link up for the ultimate multi-player gaming thrill.

TUTORIALS

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YOUR GUARANTEE OF VALUE

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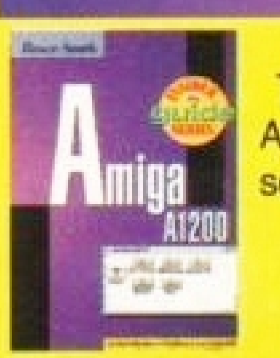




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Video Back-up System + Scart cable	£57.95
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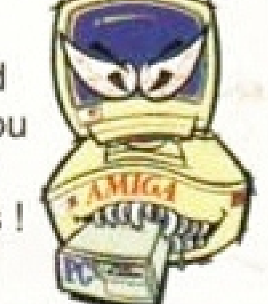
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PC Emulation





PC Task 3

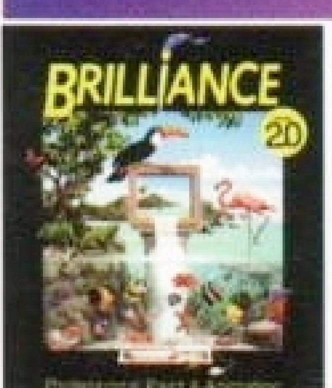
PC Task 3 allows you to run software designed for IBM PCs and compatibles on you Amiga ! It emulates a 80286 based PC, so you can run Windows 3.1 and applications like Microsoft Word and Excel. On an AGA Amiga you can even run SVGA screen modes !

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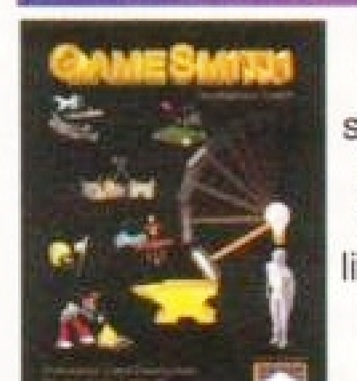
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This Month In View

Nick Veitch reflects on another eventful month for the Amiga in which a new player has entered the Commodore buy-out stakes.

AMIGA FORMAT 71 MAY 1995

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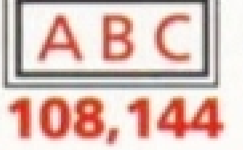
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Another month goes by, and although the long-running saga of the Commodore buy-out is getting extremely close to being finally resolved, in some bizarre exponential curve of happenings it isn't quite there yet. Rather like the frog crossing the road, who can hop half the distance left to travel each time, we approach the end in an ever shallower curve.

As I write this, the bidding for Commodore is still wide open. As I mentioned last month, all the protagonists have the means to pay at least twice what the company is worth – so it's not a question of financial means or muscle any more, just one of sheer determination.

A major development came to light just as we were going to press though. The German PC giant Escom has put in a US$6m bid for Commodore and managed to procure the whole of the Rumbelow's chain which closed a couple of month's ago. Just what the impact of this will be on David Pleasance's management buy-out effort remains to be seen, but it would seem that Escom have grand designs.

Their interest in Commodore and their acquisition of Rumbelow's has certainly brought new interest to the buy-out story, particularly as Escom were previously only interested in the Commodore logo, so that they could badge their PCs (the Commodore PCs were very popular in Europe).

It seems likely, although we say this nearly every month, that something dramatic will have happened to Commodore by our next issue, so keep an eye out for it.

The other thing that is likely to cause reaction amongst Amiga fans everywhere, is that the price of your favourite mag is going up to the still-great-value sum of £4.50. Before you start powering up your *Wordworth AFC* Coverdisk to fire off a long, whingeing diatribe, let me just say this. *Amiga Format*, apart from when it only had one disk this time two years ago, has cost just under four quid since April 1992, so the price rise is barely ahead of inflation over that two-year period.

Also, something which you probably won't have heard, the evil paper barons have hiked their prices by over 30 per cent, and there may be more rises to follow. As you can imagine, that sort of increase has had a dramatic effect on the cost of printing the magazine.

Faced with such an increase in paper costs, there are only two things we can do – we can either cut back in other ways, or put up the price of the magazine.

Actually, we have fallen somewhere in between, but the net result is that you will have to pay an extra 51 pennies for your *Amiga Format* as of next month (as we've shown you in our lavish illustration). Subscribers shouldn't worry because they are protected against any price rises – and they also get an extra disk, a lovingly-prepared *Backstage* newsletter and loads of fabulous special offers and exclusive subscriber-only competitions. So, if you've been thinking of subscribing anyway, now would be an ideal time to do it because we are offering a special rate – but only for a limited period. In fact, it's cheaper to subscribe to *Amiga Format* now than it has been for, oooh, ages. For full details of our special Beat The Price Rise subscription offer, turn to page 133.

Of course, I don't expect you to all just accept the increase (although it only works out at just over £6 a year), so by all means complain to me if you like, but I'm afraid it won't make any difference because that's the way it is.

COMPETITION WINNERS

The winner of our quite tremendous Nice One Squirrel competition from *AF69* to win over £800 of SCSI equipment – a sensational Squirrel interface, a terrific triple-speed CD drive and a quite superb 270Mb SyQuest drive – is:

Paul Magee from Warlingham in Surrey.

Congratulations Paul, your prizes are on the way.

The four runners up, who each receive a Squirrel SCSI interface are: Gavin Kinsey from Wigan; Steven Dacre from Wolverhampton; W J Hinton from Waterlooville and Clare Rea from Dereham in Norfolk.

And the answers to the competition are: the average transfer speed of a double-speed CD-ROM drive is 300K/sec; the Squirrel supports SCSI/SCSI-2; rubber feet make the Squirrel more stable; you can attach up to seven SCSI devices to the Squirrel and the Red Squirrel is native to Britain.

SoftWood Software *will go down in history, the best there's been... for ages.*

The way we all communicate today has gradually evolved from early cave paintings by Prehistoric man, through Egyptian Hieroglyphics and eventually on to a method of symbols representing both letters and numbers. Early inscriptions in stone gave way to clay tablets, papyrus, parchment and ultimately paper, and the Greek alphabet became the basis of most of today's languages.



Books were created by hand until the mid 15th century when crude printing processes were first introduced. Albeit with continual refinements, printing methods have, until very recently, remained the only way to distribute the written word and hence a host of information throughout the world.

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Archiving and record keeping works hand in hand with these new methods of processing text and allows far faster data retrieval than ever before. This latest technology has not just revolutionised the world of print, but has opened the floodgates to an explosion in communication possibilities throughout the world.

At SoftWood, our constant aim is to bring ***you*** *these powerful, up to date technologies with the best possible software for your specification of Amiga.*

Our word processing packages have repeatedly won the favours of magazine reviewers, who have awarded SoftWood products their highest accolades, all over the world. We are continually updating and improving those products and adding new ones, such as Final Data™, and soon, Final Calc™ to our range. Our efforts are bringing the revolution into your home or office... and onto your Amiga.



Word Processing/Publishing...

Whatever specification Amiga you own, SoftWood have the perfect solution for your requirements. ***Final Copy II****™* ***Release 2*** is at the peak of achievement when running a floppy based Amiga configuration, whilst ***Final Writer****™* ***Release 3*** is the only hard drive compulsory Amiga word processor - it leaps a stage ahead and doesn't make any compromises to be floppy disk compatible. Whichever you choose, you'll be assured of the latest in WYSIWYG technology and reap the benefits of still unsurpassed, easy to use, Amiga software from SoftWood.

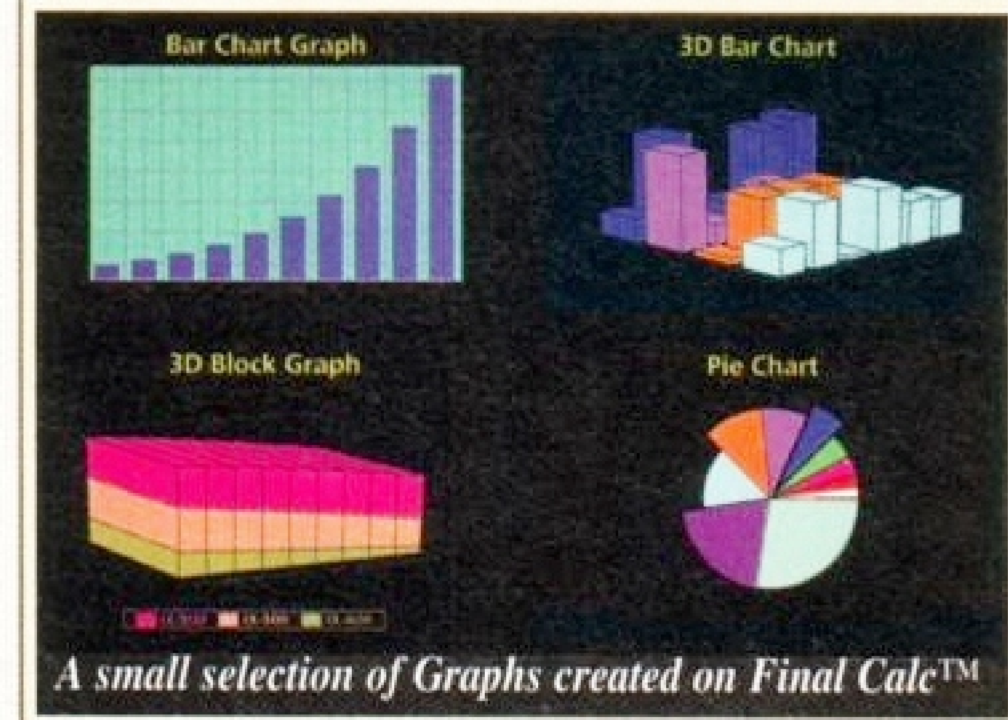
Our new Database...

Final Data*™*, is designed in the true SoftWood tradition and brings you a program that is not only extremely powerful, but also very easy to use. Indeed, you can learn to set up your ***Final Data****™* database, enter your information and print the results in a matter of minutes... not hours. You'll soon be generating all kinds of reports and label print runs to suit your kind of work.

LATEST NEWS from SoftWood... Final Calc™

Final Calc*™* is the answer to every Amiga Spreadsheet users dreams. With its flexible modes of operation, ***Final Calc****™* is the only Spreadsheet that can start with a minimum range of features (ideal for the beginner), but progress to offer power beyond the levels found not just on any other Amiga Spreadsheet, but almost any Spreadsheet on any computer system. Multi-layer sheets, advanced PostScript outputting facilities with flexible font handling, complete document scaling options, a vast choice of Graph styles including 3D and animated (to show calculation result/progressions) are just some of its comprehensive and unique features.

Final Calc*™* is due for release in Spring 1995, so look out for the magazine reviews. If you want to know more **now**, simply cut the coupon (on the right) for your free advance information.



A small selection of Graphs created on Final Calc™

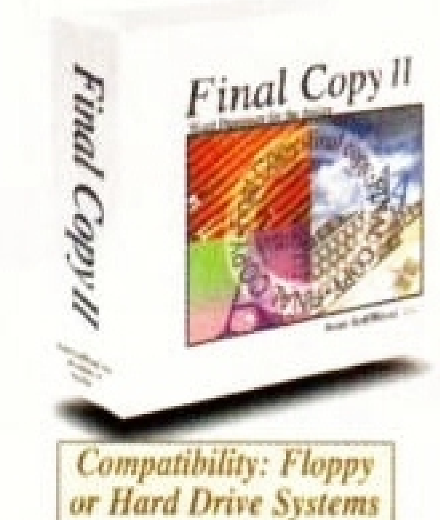
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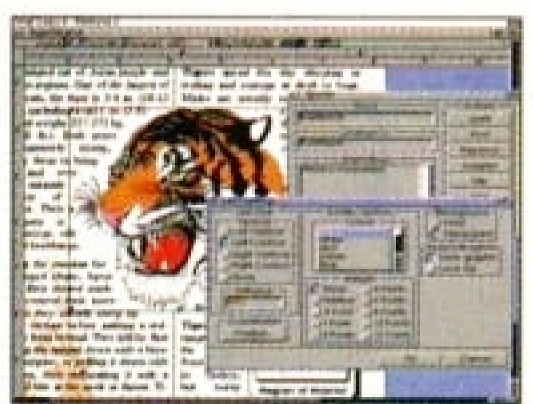
Final Copy II™

Release 2

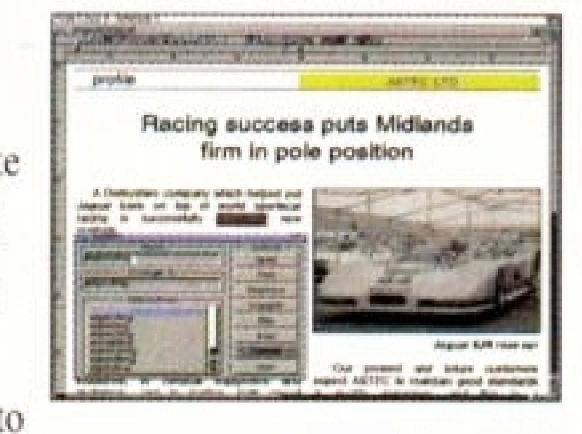


Compatibility: Floppy or Hard Drive Systems

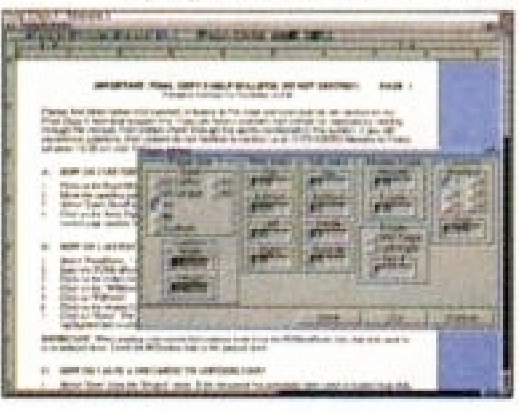
Designed to get the most out of an Amiga floppy drive based system, ***Final Copy II***™ offers more than just word processing (at which it naturally excels) and opens up a world where 'how the document looks' is as important as 'what the document says'.



Final Copy II™ is ideal for that quick letter but also boasts features which are powerful enough to help you produce end results normally associated with expensive Desk Top Publishing packages... easy to achieve, without the fuss!



Unique features such as **FastDraw**™ on screen drawing tools (to generate boxes, borders, lines and arrows etc.) and **Perfect Print**™ (an advanced system that enables you to print the same Postscript™ outline fonts to any printer in both landscape & portrait modes) ensure that ***Final Copy II***™ is the leader in its class. You can easily generate multiple newspaper style snaking columns, import any graphic objects or pictures (and place them anywhere on your page), scale or crop those graphics and also auto flow text around them. You can even print text over graphics and the output is always of the highest quality.



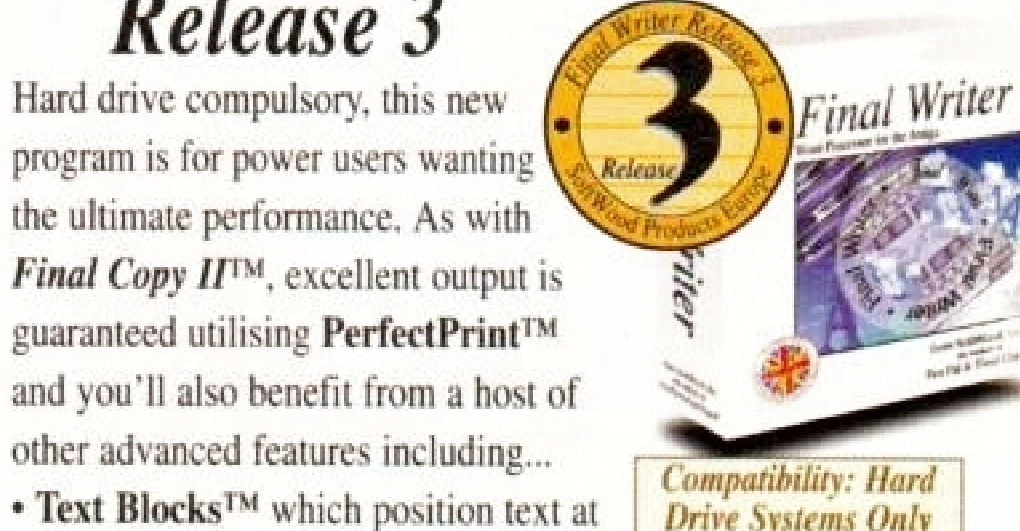
Final Copy II™ offers the perfect balance between word processing and more advanced page layout creation - in one great program.

Ease and speed of use with total control of the final printed presentation is available on your floppy based Amiga system right now for only ***£49.95*** *inc. p&p.*

Final Copy II™ requires any Amiga floppy or hard drive system with a minimum of 1Mb. free RAM (A600 hard drive computers need 1.5Mb). Twin floppy drives are recommended for total flexibility with no installation or multiple disk swaps required.

Final Writer™

Release 3



Compatibility: Hard Drive Systems Only

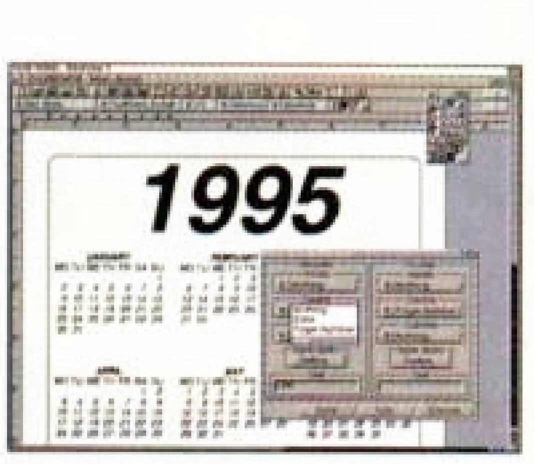
Hard drive compulsory, this new program is for power users wanting the ultimate performance. As with ***Final Copy II***™, excellent output is guaranteed utilising **PerfectPrint**™ and you'll also benefit from a host of other advanced features including...

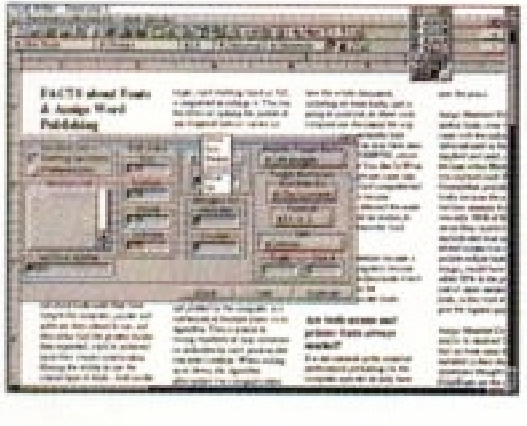
- **Text Blocks**™ which position text at any size, angle and position on the page.
- **Touch Tools**™ & **PowerUserBars**™ giving 'one touch' control - just click on a button... define, change and save such attributes as text position, font size, font styles (bold, italic, underline etc.), justification, bullets, line spacing, indents etc.
- **FastDraw Plus**™ allowing more versatile on screen drawing tools which include options like rotation.

Final Writer™ can also import, scale, crop, view on screen and output structured PostScript EPS clip-art images (we even include 100 free) to any printer. With PostScript printers your options include... thumbnails, crop marks, scaling and halftoning.



Add ARexx/Macros, floating palettes, undo/redo (both text formatting **and** graphics), table of contents, auto indexing, table of illustrations, bibliography generation, new drag & drop





text, spelling while you type, dictionary hyphenation, foreign language dictionaries, auto save, polygon graphics irregular shape generation, plus lots more and ***Release 3*** takes your Amiga further than ever before!

Amiga word publishing power, only ***£74.95*** *inc. p&p.*

Release 3 includes 100 quality clip art files and 120 outline fonts and, when you register with SoftWood, we send you a further 50 Bonus Fonts Free too!

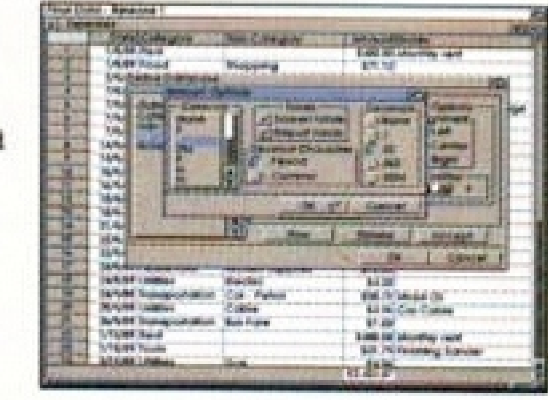
Final Writer™ Rel 3 requires any Amiga running Workbench 2 or 3 with a hard disk drive and a minimum of 2Mb. free RAM.

Final Data™

New Release

Compatibility: Floppy or Hard Drive Systems

Final Data™ has been designed by SoftWood to be by far the EASIEST TO USE Database for your Amiga. Many users dislike the involved "two stage" process conventional databases force you to follow. To set up a ***Final Data***™ database, you won't be confronted by an array of unfamiliar commands, simply define a column for each sort of information you want to keep eg. christian name, surname, house name or number street, town, county, postal code and phone number etc. Incidentally, you can add or remove columns at any stage during your working session. Your new database will appear as a table with rows and columns allowing you to view whole ranges of data at the same time. Column widths can always be adjusted, to suit your requirements, by simply dragging their borders with the mouse. Data is then entered into "cells" and ***Final Data***™ even detects entries of invalid dates etc. and displays an alert message for your attention. Screen totals are available as options on all amounts and calculations (numbers can also be formatted with currency signs and commas - again you can decide).

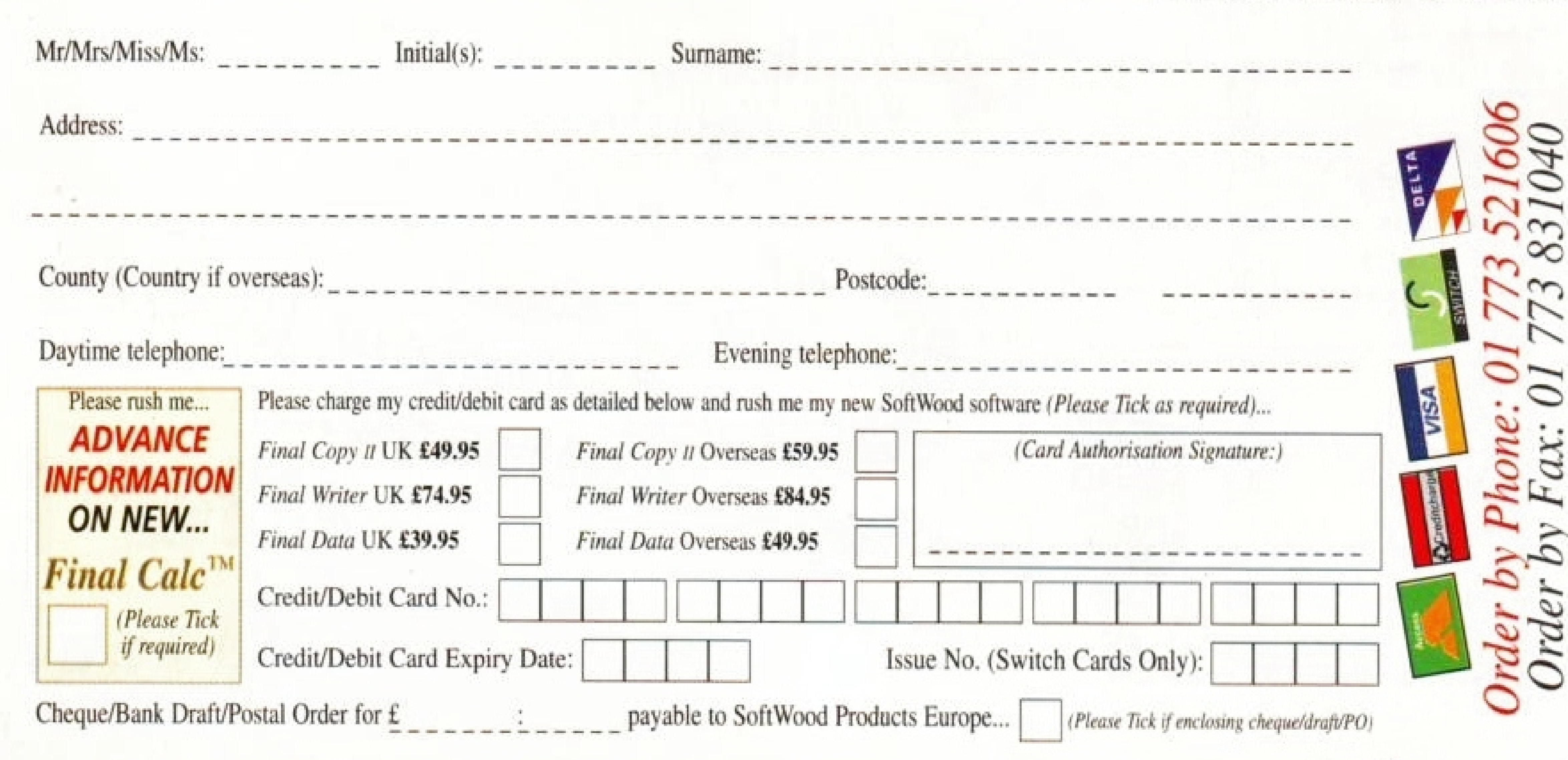


Final Data™ is ideal for label printing and even has built-in routines that remove all the complexities from this often involved task. You can always utilise the "Print Merge" feature found in *Final Copy II*™ and *Final Writer*™ - simply select the program you are using and ***Final Data***™ does the rest automatically for you. The program is also capable of reading any database created in *Pen Pal*™, MiAmiga File and *File IIsg*™ as well as standard ASCII files found in many other common programs. Above all you'll be able to start using Final ***Data***™ immediately.

An easy to use yet extremely powerful method for keeping all your records in order from SoftWood Direct at only ***£39.95*** *inc. p&p.*

Final Data™ requires any Amiga system with a minimum of 512K free RAM operating under Workbench 1.3 or higher.

Help on memory: our products are the most economical in their use of memory. Like others, we quote the minimum memory required to load our software but we also like to make it clear that all graphical software requires more memory - dependent on the functions being used.



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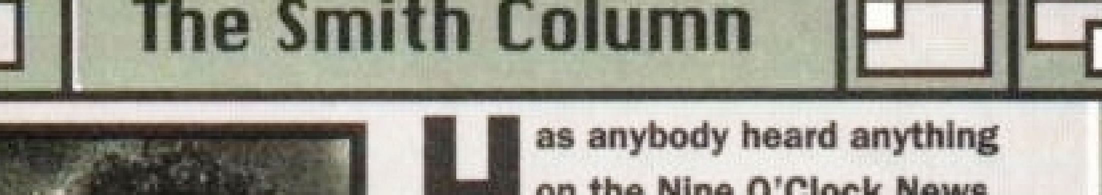
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Has anybody heard anything on the Nine O'Clock News about the Government's Department For Information Technology getting together with the Department Of Trade And Industry to help out a brand new UK-based computer manufacturer based in Maidenhead and using a name like Amigo or like, erm, something?

I thought not. For a start we don't have a Department Of Information Technology. What would be the point of that aside from setting dangerous precedents for departments with the word 'information' in them? And secondly, while seeming to be quite happy to flog off industries left right and centre (Der Jaguar for a start) we don't appear to have a good track record for standing behind our own IT initiatives.

Now call me a revisionist old fogey but I would have thought it would have been a good idea of Mr Heseltine to make a visit to our own dear David Pleasance and, over a pint in the local, discuss the possibilities of making Amiga UK a going concern for the future. It could well be an idea to have a domestic personal computer, alongside the Archimedes and Amstrad that could be used at the cutting edge of the Information Superhighway. It would be an even better idea to have a head start by having this Amigo or Amiglia thingie installed in a few million households to start with. Fancy if this installed user base were also loyal to the brand through thick and very, very thin indeed.

Just think, a UK-produced home computer for under £500 that had an operating system that could already do most of the things that the other big O/Ss are fighting over? A non-

I would have thought it would have been a good idea for Mr Heseltine to pay a visit to David Pleasance.

frightening piece of technology already familiar to the generation of users who are now entering business?

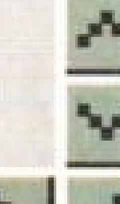
Naive? Yes probably. This notion of supporting native industries with Government clout does rather go against the current trend for... well for allowing market forces such as Japanese trade restrictions, US trade restrictions and European government support to take their natural course.

It's plain daft of me to want a little slice of my taxes to go towards increasing Gross Domestic Product and employment in an industry that could, in the next 10 years, see the UK in a leading position once the US-funded and controlled Information Superhighway (blah blah blah) does make its way into every household.

I guess that we should wait until this UK-based information technology company that no one's ever heard of because it doesn't deal in MSDOS, is able to stand on its own two feet before we sell it off to someone else. And if it can't then, hell, what have we lost? Nothing to worry about, let's go back to sleep.

Contact Tim Smith on gashead@cix.compulink.co.uk **and** timbo@gashead.demon.co.uk

The opinions expressed in The Tim Smith Column are not necessarily those of *Amiga Format*.



AMIGA FORMAT news

Escom enter Commodore



the race for



German PC manufacturer Escom have placed a bid estimated to be US$6m for the trademark, assets and intellectual property rights of Commodore International.

Escom are Germany's second-biggest computer company and join American chain of retailers CEI (Creative Equipment International) and the Commodore UK management buy-out team led by David Pleasance in the bidding for Commodore.

Last month we confidently told you that the Commodore International buy-out was entering its final phase. Under the original terms of the liquidation the final phase was to take only 14 days and Commodore International would have had a new owner by now, but the Escom bid further complicates the whole process and it will be a few more weeks before any result is announced.

But it should all be decided by the end of April and we will bring you the full story in the next issue of *Amiga Format*. However, just to put a spanner in the works, it has been rumoured that a couple of other US groups may be interested in the company!

Escom have already recently bought the Rumbelows chain of 231 shops – which makes them one of the UK's largest computer retailers too.

If Escom are successful in their bid for Commodore International, their large number of High Street stores will mean that when they begin manufacturing and selling Amigas again there will be ready-made retail outlets available.

AMIGA FORMAT

From next month (Issue 72, June) the price of *Amiga Format* will rise to £4.50. The increase has been forced on Future Publishing by a 33 per cent rise in the cost of paper.

To try to soften the blow we are offering a special subscription rate for a limited period of time. Turn to page 133 for details.

MORE AMIGA MAGS



If you're a music fanatic then you'll already be delighted with *Amiga Format*'s *Bars&Pipes* stuff. But *Amiga Shopper* goes one better and brings you the full version of the excellent *Boom Box* on Coverdisk 1. And because CD-ROM drives are the essential piece of kit that everyone's after we have a massive Supertest of some of the best available.

We also have a Public Domain section devoted to business applications and our panel of experts will help with all your problems in the Amiga Answers section. All that, plus loads of reviews and tutorials to help you make the most of your Amiga.

It's all in the May issue of *Amiga Shopper*. On sale now.

Sue Grant, Editor, *Amiga Shopper*



Every year at *Amiga Power* we produce our All-Time Top 100. A curious contradiction, perhaps, but it's true. And it is that time of year again. So buy *AP* and read about the 100 greatest Amiga games ever created, definitively listed by Britain's best-selling Amiga games magazine. And the other exciting thing this month is our special CD^{32} edition, available alongside the normal disk-sporting one. It costs a pound extra, which seems a bit off, but it comes with a CD stuffed with exciting things, including the hit single *It's A Skull*. Find redemption through Amiga Power.

Jonathan Davies, Editor, *Amiga Power*

The Baguley Column



Computers are boring. I mean, what could be more boring than an undistinguished looking off-white box that sits in the corner of the room making beeping noises? When was the last time a computer did anything really practical? When was the last time you saw a computer doing the washing up or cooking the dinner, or making the beds? Eh?

All right, so I'm exaggerating a bit. Personally I think that computers are cool, but there are many people who think that computers are, by definition, tedious things that are of no practical use. There are also people who think that computers are the best thing since sliced bread and spend every working day fiddling with them.

It's rarely, if ever, that these two different types of people meet. If they did, what would they talk about? One would yawn widely and obviously while the other would happily rabbit away about how they managed to hack the Bank Of England and transfer the entire assets of the UK Government into their name. I can't honestly see much chance of them really getting on.

Personally, I think that both sides of this particular divide are talking complete and utter tosh. The simple fact of the matter is that computers are tools. They aren't the answer to all mankind's problems or the spawn of Beelzebub, the master of the Stygian pits of hell. Mankind is not going to be pushed into a whole new era by the next big thing in communications technology (the Internet, in case you hadn't guessed). Computers are simply tools, like a crowbar or a garden spade. Except that you can't dig your garden with your Amiga. Well, I suppose you could, but you'd probably have a few problems playing *Stunt Car Racer* afterwards, what with all the bulbs lodged in the disk drive and the flower bed you'd just planted in your FPU.

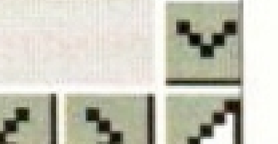
Computers are simply tools, like a crowbar or a spade. Except you can't dig your garden with a computer.

Of course, computers are more flexible tools than most. I can't think of any other types of tool which can do so many things, from playing some stonking games to settling your home accounts. It is probably this flexibility which causes people to become obsessed with their computers. Once you understand the basics of programming and the like, you can write your own programs to do all manner of weird and wonderful things. Personally I'm not really into programming but I can see the attraction.

However, I really do get worried when I see people getting obsessed with computers. Most of the programmers I know are well-balanced human beings (well, reasonably well balanced), but there are some I've come across who seem to have gone over the edge. My message to them is: lighten up! Turn off your machine and go for a walk! Go out and hug a tree or something! It's only a machine, fer gawds sake! It's not as important as the real world!

Contact Richard Baguley on baggers@cix.compulink.co.uk

The opinions expressed in The Baguley Column are only occasionally those of *Amiga Format*.



niblets

BUYING ADVICE

Be careful when ordering goods from back issues of *Amiga Format*. Be especially suspicious if the advertiser doesn't offer any credit card facilities.

Hobbyte Computers have ceased trading. Computer Express Services have taken over the Hobbyte premises. This company is not Hobbyte.

NEW GENERATION CONSOLES TO COST MORE.

Due to the instability of the Yen, new generation consoles, such as the Sony Play Station and Sega Saturn will, inevitably, cost punters more.

Grey imports (imported machines without an official distributor) of both machines can cost anything up to £800. Both machines were initially supposed to retail at around £300.

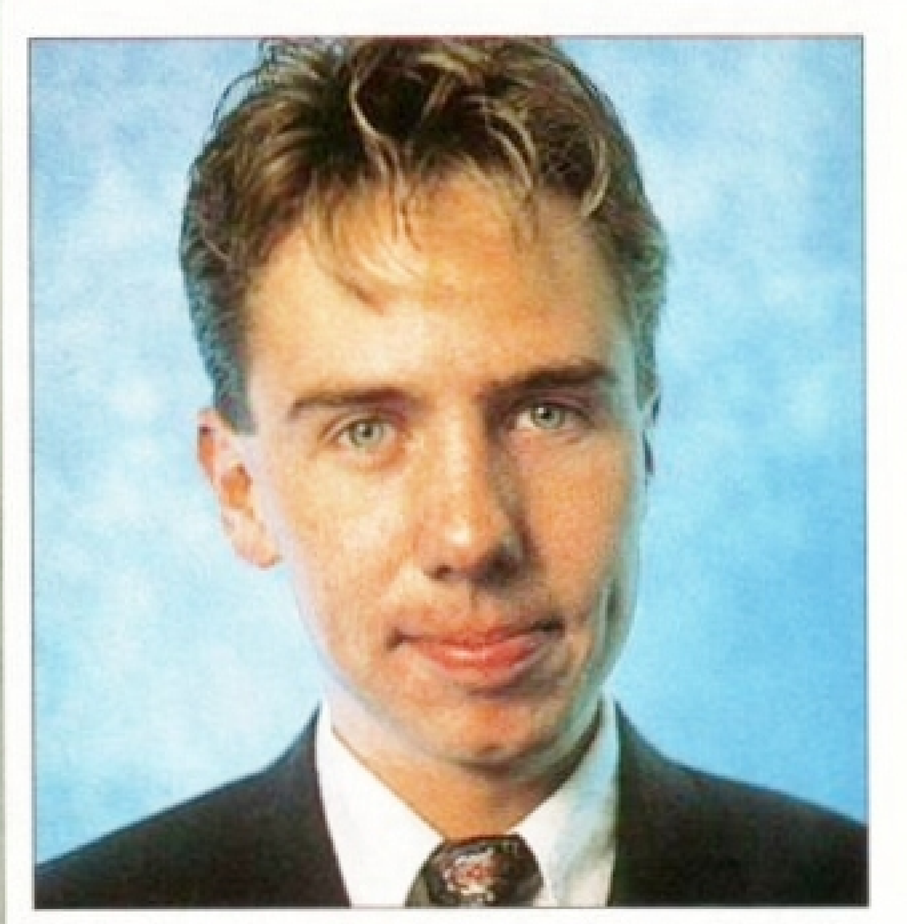
OCTAMED UPGRADE

Computer Software Publishers have announced the release of V6.0 of *OctaMED*. Registered UK owners of V5.0 can upgrade at a price of £25 or £20 without the manual. EC users will pay a smidgeon more at £28 or £23 without the manual. Rest of the world users will have to pay £30 or £25 without the manual.

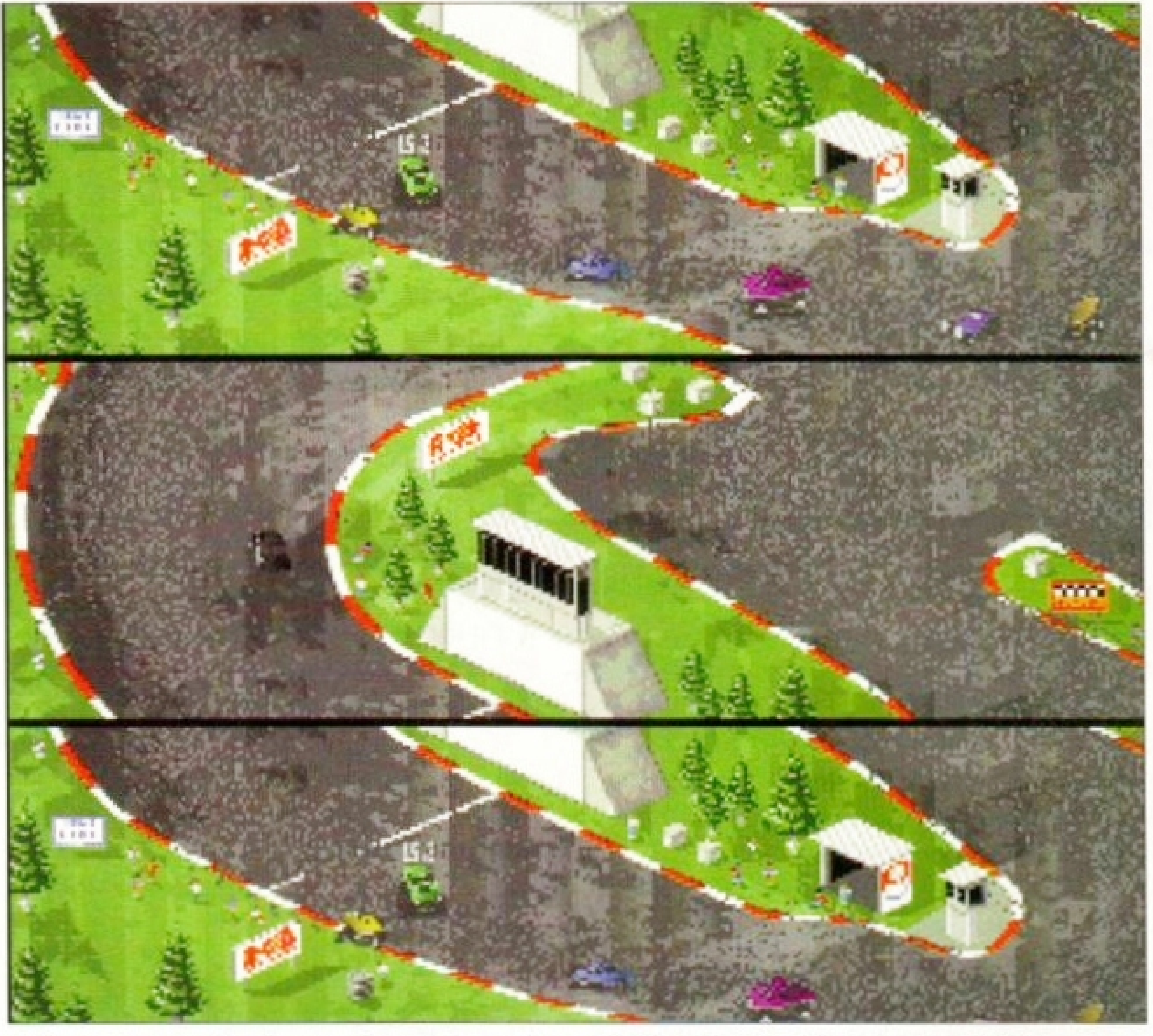
Amiga Format Coverdisk owners can upgrade as follows. UK – £28, EC £31, rest of world, £33. For more details, contact Computer Software Publishers on 01703 511325.

Tune in, turn on,

Steve McGill reports on rumours that console kings Codemasters are considering a Mega Drive/Amiga serial link.



Richard Darling: showing great interest in Acid Software's *Super Skidmarks 2*.



Codemasters are planning to releases *Super Skidmarks 2* on the Mega Drive in time for the Christmas market. But are they also planning a serial link cartridge?

In the next few months, Codemasters could be preparing to take one of the most radical steps forward in the evolution of the console-dominated games market by developing a serial link for the Mega Drive.

Amiga Format can exclusively reveal that *Super Skidmarks 2* is being converted on to the Mega Drive by Codemasters and they have hinted that the cartridge may feature a built-in serial port. If so, this means that a Mega Drive capable of being linked to an Amiga is in the pipeline.

There is no technical difficulty in doing so, and as Codemaster's marketing director, Richard Eddy, stated: "Multi-player games are the way forward."

Another AF Exclusive

Codemasters have already established their reputation for ground-breaking cartridge developments with the J-Cart which has two extra joystick ports on the cartridge itself.

On Friday, March 17, Richard Eddy from Codemasters approached *Amiga Format* attempting to obtain a pre-printed version of the then in-progress *Super Skidmarks 2* review (reviewed on page 44 of this issue), citing the need to impress important European investors of their new cartridge's sales viability, Richard stressed the importance of *Amiga Format*'s review of the original game, "Everyone rates *Amiga Format* highly," he said.

Despite the importance of releasing an early version of the review, *Format* had to abide by Future's rigorous policy of non-disclosure until the magazine is returned bound and finished from the printers. Therefore, editor Nick Veitch had no option other than to disappoint the ambitious company's plans.

INTENSE

In a console market where the top four or five games account for approximately 90 per cent of all sales – Codemasters have sold around 300,000 copies of *Micro Machines 2* in Europe – competition is intense. "It's a bitter war out there," stressed Richard.

Send us your top five games

We're going to have a readers' all-time favourite games chart of some description. But first we need to know what your favourite Amiga games are. So, rush us your personal top five and we'll devise a way of collating the information to come up with the definitive *AF* readers' All-Time Favourite Games chart. *AF* sweatshirts go to the writers of letters that amuse us the most. Write to: Top Games, *Amiga Format*, 30 Monmouth St, Bath, Avon BA1 2BW.

New inkjet from **Seikosha**

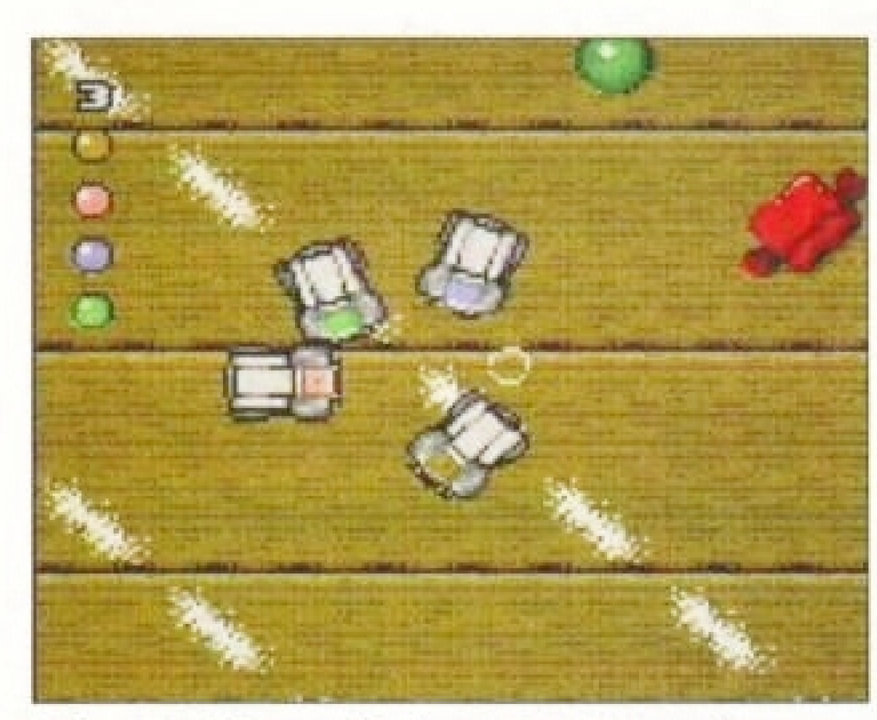
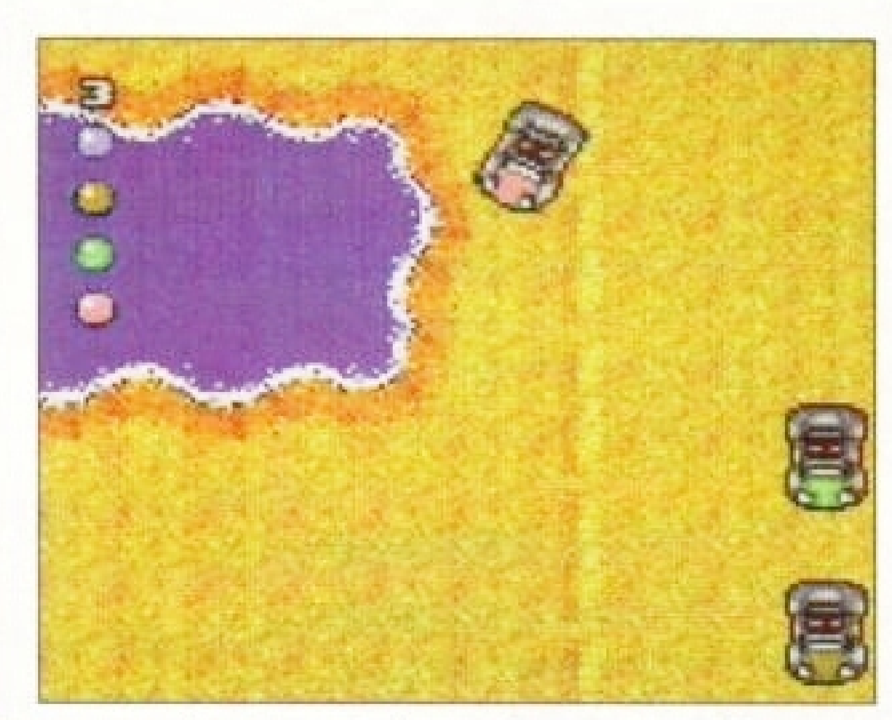


Seikosha have launched the SpeedJET 360 colour inkjet printer (left). Priced at £279, it boasts five different fonts, excellent print quality and a resolution of 300dpi.

For more information contact Seikosha on 01753 685873.

At the top end of the market Fargo Electronics have released the Pictura 310 colour printer at US$4,995. Fargo claim it represents a breakthrough in pricing and performance for dye sublimation wax thermal printers. Contact Fargo on (612) 941-9470 or 1-800-327-4622.

hook up

***Micro Machines* sold about 300,000 copies across Europe on the Mega Drive and was also a big success on the Amiga. Wouldn't it be fun to play head-to-head from an Amiga to a Mega Drive!**

With the failure of prospective console smash, *NBA Jam*, to reach projected sales targets, game publishers are reappraising their whole approach to the market.

CYNICAL

The recent Monopolies And Mergers Commission report on the restrictive and overpricing practices of Sega and Nintendo, has caused growing discontent among console owners. Consequently, sales are depressed. Some cynical pundits are already lauding the death of the console videogame.

"Innovation, courage and conviction, such as that shown by Codemasters in the past and now will be needed to inject new life and belief into the 16-bit videogame market," opined an industry insider.

Amiga Format believes that if the speculation over the Codemasters cartridge serial link proves founded, the consolidation of different hardware platforms through game links could be the boost that a games market faced with the onslaught of 'new generation' consoles needs in order to maintain its strength.

Les Ellis of top-selling multi-platform gaming magazine, *GamesMaster* welcomed the concept of a Mega Drive serial link. "This concept is tremendous. It means that anyone with a Mega Drive could go round to their Amiga-owning mate's house and have terrific fun," he enthused.

At the time of going to press, Richard Darling, managing director and co-founder of Codemasters, was unavailable for comment.

Cult movies on CD



CD Vision have announced the release of five cult movies from the Redemption catalogue for use with a CD32 with a Full Motion Video unit.

The movies are: *Female Vampire, Fascination, Flavia The Heretic, Haxan, Tender* and *Perverse Emmanuelle.*

With 70 titles already in its catalogue, Vision see the tie up with Redemption as, "...further evidence of our commitment to Video CD as a format."

Sales enquiries should be directed to Jim Crowfoot on 0171 240 7764.

niblets

OFF PLANET TAKE DR T'S

Nottingham-based, Off Planet Media, have taken over distribution of the Dr T's Music Software product line. Existing Dr T users can contact them for Technical Support and upgrades.

They also announced that they have a new music package called *M* that generates musical phrases based upon numeric or MIDI information. This product will cost £49.95. For more information, contact Off Planet Media on 0115 955 2200.

3M DISKS GETTING TOUGHER

3M have announced the release of a 3.5-inch 2Mb "Go anywhere" diskette. The disks are hailed as reducing static build up by 40 per cent over conventional disks, and are claimed to be 95 per cent more resistant to fungus and mould, and they use a lower torque design which, 3M claim, leads to greater disk drive efficiency. You can contact 3M on 0171 430 2276.

ONE TO REMEMBER

ProCD of Danvers Massachusetts is challenging British Telecom's right to copyright its listings of British telephone numbers.

BT's lawyers are relying on the 1988 Copyright, Designs And Patents Act to block ProCD from selling a scanned CD-ROM of the numbers.

Booster month for CD32

It's been a tremendous month for the CD32 with details of a new, improved SX-1 unit, a new product from Premier Developments and a new Amitek CD32 bundle featuring seven major titles for less than £200.

Paravision have revised the design of the SX-1 expansion module because it could be unstable if moved or knocked and has poor casing design – when the lid of the CD player is fully extended the SX-1 moves and in extreme cases shorts out the console. The problem occurred due to the build of the SX-1 being around 5mm too wide. Without resorting to a press release or public announcement, Paravision have quietly fixed the problem. Now the only obstacle to the SX-1 being the ultimate CD32 peripheral is the question of the CD32 power supply.

Because it was designed to power the FMV cartridge and the CD32 only, supply problems can occur when extra disk drives and hard drives are attached. Some *Amiga Format* readers have experienced trouble already. For more information, contact ZCL on 01543 251275.

BUILDING ON THE success of the CD32, Premier Developments have released a self-assembly flat-pack Combi-Centre aimed at CD32 owners with an SX-1. Priced at £49.99, the Premier unit is designed to keep the CD32 console, SX-1, monitor, keyboard, disk drive, and other peripherals together as a tidy, attractive and integral unit.



A revised SX-1 module and a £40 drop in the price of Amitek's seven-disc bundle are two of the highlights of the CD32 month.

For more information, Premier Developments can be contacted on 01847 823684.

THE BEST NEWS of all this month is that the Amitek have dropped the price of their popular seven-disc CD32 bundle by £40 from £239 to £199.

Rebadged as the Amitek Amiga CD32 Critical Zone pack, the whole caboodle comes bundled with: *Cannon Fodder, Diggers, Liberation, Microcosm, Oscar, Project-X* and *Ultimate Body Blows.*

Repackaged by Amitek and sold on by Silica, John Gilbert, SIlica's press spokesman said: "The Amitek Critical Zone pack is already a best seller. Its new low price confirms the CD32's status as a console with a long-term future."

Silica can be contacted on 0181 309 1111.



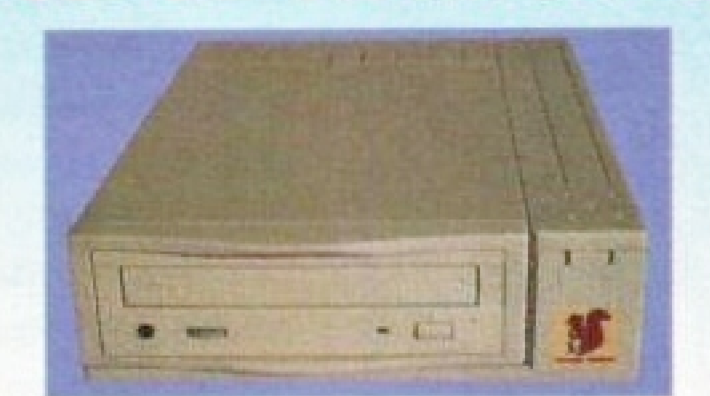
NICE ONE SQUIRREL!

Amiga Format 93% CU Amiga 94%

Amiga Shopper 95% JAM "The best piece of hardware I've ever bought for my A1200 ... well done, HiSoft!"

As you can see, the Amiga press has gone nuts over our new Squirrel SCSI interface for the A600/A1200. In case you've missed these reviews, the Squirrel SCSI is a plug-and-play add-on that allows you to connect up to 7 SCSI peripherals to your Amiga. Just think of it, CD-ROM, Hard drive, Scanner, DAT, Optical, SyQuest, Tape Streamer - all on line at the same time! No wonder we named it after that famous storage-hungry animal! To go with Squirrel, here are some great value devices...

SCSI CD-ROM Drives



SuperDouble - int £129, ext £189
SuperTriple - int £189, ext £249

Not all CD-ROM drives are the same. Our SuperDouble and SuperTriple drives are fast, modern devices supporting all the SCSI features that you'll need, based on quality units from the world's leading manufacturers of CD-ROM, Sony & Toshiba.

Both drives are cased in extremely stylish enclosures with all SCSI connectors and offer fast access times, stereo headphone sockets with volume control, phono line output, PhotoCD™ multi-session support, CD32 emulation, CD-DA compatibility with the convenience of tray-loaded action. The SuperDouble™ CD-ROM drive offers 360Kb/sec transfer while the SuperTriple™ attains 510Kb/sec, both far faster than any competitive drive for the Amiga. ***90% Amiga Format***

These are the drives we use for developing and testing the Squirrel hardware and software - need we say more?

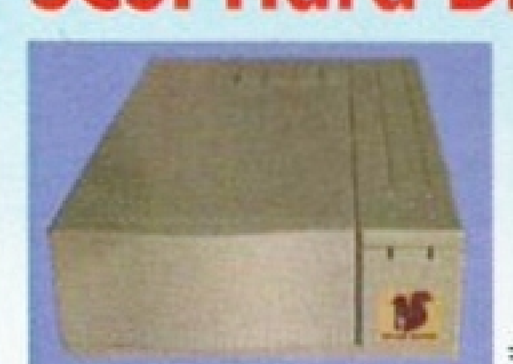
SyQuest Drives



88Mb - int £269, ext £329
270Mb - int £419, ext £479

Introducing removable SCSI drives for your Amiga. Based on reliable, proven SyQuest™ mechanisms, these 88Mb and 270Mb units offer transportable, compact, high performance and, above all, expandable storage for all your computing needs. SyQuest is the world leader in this technology across computer platforms which means that you can transfer work between Amiga, Macintosh™ and PC, with ease. We recommend the CrossDOS and CrossMac software packages to simplify portability - *call for pricing*. Our drive prices include 1 free cartridge.

SCSI Hard Drives



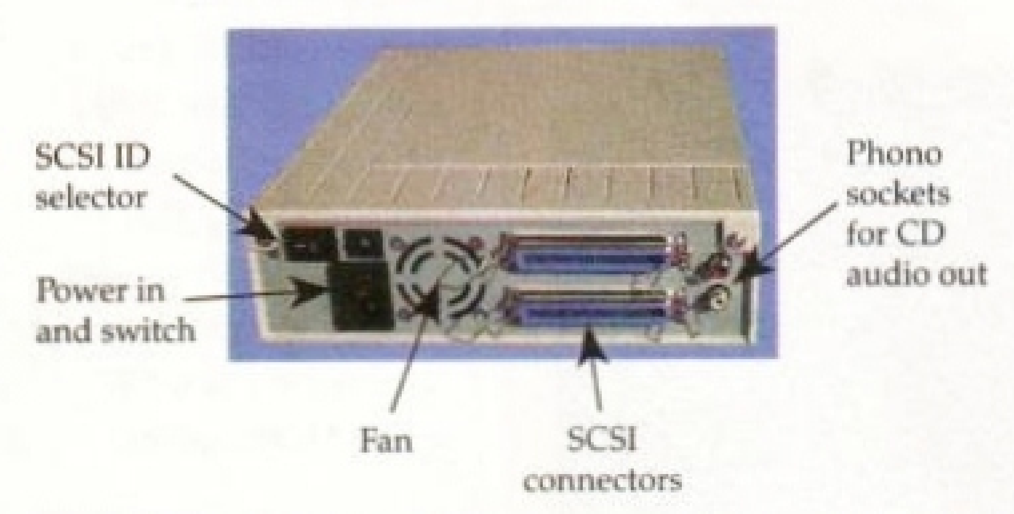
270Mb £169, 540Mb £239
730Mb £279, 1Gb £479
Add £60 for external units

Hard drives are becoming more and more affordable and we can now offer some tremendous prices on a range of superb quality, Quantum drives in a range of capacities.

These drives offer fast seek times (14ms @ 270Mb, 11ms @ 540/730Mb, 9ms @ 1Gb), large caches and high speed data transfer rates (1.5Mb/sec with Squirrel). All units can be supplied for you to fit in your own case or pre-installed in one of our professional Squirrel Storage Cases. The Squirrel does not auto-boot external hard disks but you can do this from floppy or from internal IDE hard disk.

We can supply all leads, terminators etc. Please feel free to discuss your exact requirements with our friendly, technical staff.

Squirrel Storage Systems



All our Squirrel Storage Systems come either bare (*int* - ready for installation internally within a suitably-equipped Amiga or other computer) or fully-cased (*ext*) with integral power supply, SCSI in/out, SCSI ID selector and audio out (for CD-ROM). The cases we supply are high quality, shielded, snap-together enclosures, each with 40W power supply - the back panelof the 5.25" case is shown above. These SCSI enclosures are available at **£69.95** each (please specify 3.5" or 5.25" when ordering).

The neat Squirrel SCSI interface is shown on the right. The unit simply plugs into the PCMCIA slot, comes complete with all the software you need together with a cable which terminates in a 50-way Amphenol plug to attach to your first SCSI device.



the Squirrel SCSI interface

Twist 2

Twist 2 is the new, friendly, relational database for all Amigas. Twist's range of power features such as its integrated forms designer, its varied & multi-level querying, its N:1 1:N & N:M relations coupled with its un-cluttered, well-designed user interface make it ideal for both the first-time and the seasoned database user.

Twist 2 is the only database you will ever need - a product that expands to meet your requirements as they grow. So, before you buy another database, why not take a look at the Twist demo disk?

AURA

The latest of our highly acclaimed sound samplers for the A600/A1200, Aura offers high performance 12/16 bit quality with direct-to-disk sampling plus a host of software features. Octamed 5.04 up compatible.

96% Amiga Shopper 90% AUI

GAMESMITH

Professional game development is made easy with the new GameSmith Development System. Over 3 years in the making, GDS gives you the low level power to create the masterpiece of your dreams in a single, easy-to-use, comprehensive environment, using C or assembler. Comes complete with junior versions of Dice C and Devpac 3. ***90% AUI 92% CU Amiga***

Termite

Afraid of becoming a hedgehog on the Information Super Highway? Don't worry, Termite is so easy to use that even a first time user will feel at home. Yet it has all the power and flexibility to satisfy the most seasoned modem warrior!

Termite is packed with features and comes with its superb Button Bar already set up for instant access to CIX and many BBSs. ***88% Amiga Computing***
95% AUI 88% CU Amiga

Ordering Information

All HiSoft products (see the complete list below) should be available through your favourite Amiga dealer. If you have difficulty in obtaining any title you can order directly from HiSoft - just call us free on 0500 223660, armed with your credit or debit card; we will normally despatch within 4 working days or, for an extra £6, by guaranteed next day delivery (for goods in stock). Alternatively, you can send us a cheque or postal orders. All prices include VAT. Export orders: call or fax to confirm pricing and postage costs. © 1995 HiSoft. E&OE.

HiSoft products for your Amiga: Squirrel SCSI interface - £69.95, Squirrel Storage Systems - as above, Aura 12/16 bit sampler - £99.95, Megalosound 8 bit sampler - £34.95, ProMidi interface - £24.95, HiSoft Devpac 3.14 - £79.95, HiSoft BASIC 2 - £79.95, HighSpeed Pascal - £99.95, Gamesmith - £99.95, Termite - £39.95, Twist 2 database - £99.95, Maxon Magic - £29.95, Upper Disk Tools - £14.95, VistaLite inc MakePath/TerraForm - £39.95 and much more. **Coming soon: DiskMagic** (disk tools) **and Cinema4D.**



HiSoft SYSTEMS

The Old School, Greenfield
Bedford MK45 5DE UK
Tel: +44 (0) 1525 718181
Fax: +44 (0) 1525 713716

Absolutely flipper fabulous


The Amiga version of *Pinball Mania* is coming out in the Autumn. This is *Pinball Illusions*, 21st's last pinball game.

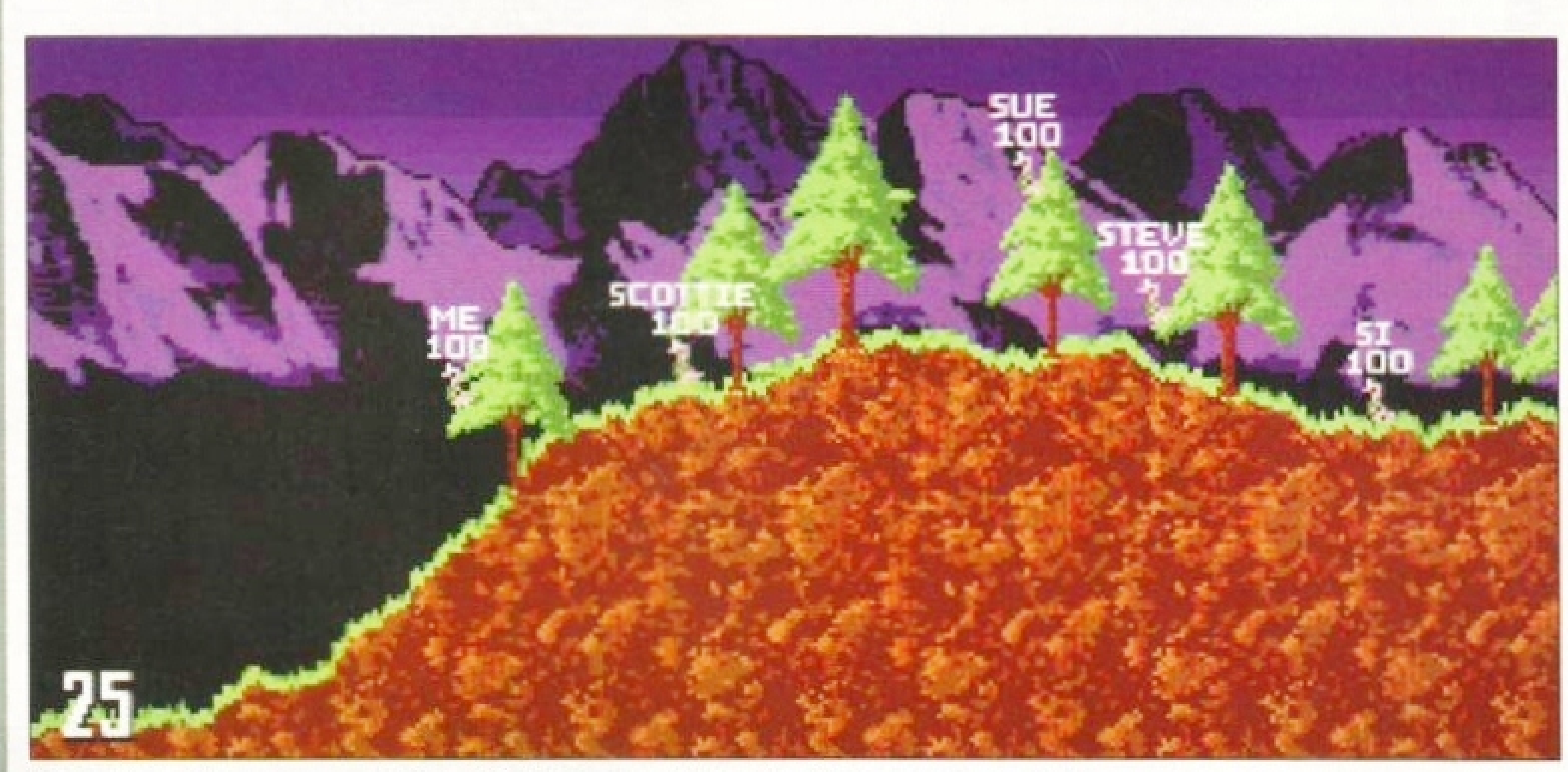
After the success of *Pinball Dreams*, *Fantasies* and *Illusions*, 21st Century Entertainment have announced they are to convert PC title *Pinball Mania* to Amiga AGA machines and then release it in the leaf-falling month of September. Four tables, a minimum of three flippers per table and multiball will feature and, cunningly, there will be a 'game configuration screen enabling the player to user customise'. Read: you can change the difficulty level, ball speed and stuff.

Tarantula, Jail Break, Kick-Off and Jackpot are the tables; spiders, prison, football and gambling are the subjects. And now for the compulsory reference to the musical *Tommy*. *Tommy*.

NEW PROGRAMMING LANGUAGE FOR AMIGA

Grange Technology Limited have announced a new implementation of their *GT-Prolog* programming language. Designed to be used with all Amigas, *GT-Prolog* is a full implementation of the *Prolog* language used by industry and academia for research in the fields of Symbolic Programming and Artificial Intelligence. Look forward to a full review in a future *Amiga Format*. For more information, GTL can be contacted on 01235 851818.

Sail away on an Ocean wave



When Team 17's new game *Worms* is finished it will be distributed by Ocean Software.

Team 17 have announced a two-year sales and distribution deal with Manchester giants Ocean Software. The surprise marriage was announced on March 26 at the Spring European Computer Trade Show (ECTS) held at London's Olympia. The Amiga titles currently in development – *Alien Breed 3D*, *Speris Legacy* and *Final Over* – will not be affected by the deal.

Ocean and Team 17 are set to market and distribute some nine, cross-platform titles over the next few months and the deal should ensure that all the games will be given a high marketing profile .

Team 17's media manager Alan Bunker reckons thus. "This is a fantastic opportunity for two ambitious companies to work hand-in-hand, creating games for everyone, everywhere.

"Now Team 17 and Ocean can further enhance their reputations by working closely together – this is a great step forward for both companies and the beginning of a very special relationship."

Alan Bunker was not present at the recent film Oscars in the United States.

In similar fashion, Millenium Interactive have secured a publishing deal with minnows Sony Psygnosis. All future Millenium titles will be marketed by Psygnosis and Michael Hayward, MD of Millenium reckons it's a heaven-made match. "Our relationship marks the start of a new phase in Millenium's development, allowing us to concentrate on furthering our goals in producing first rate entertainment software, sure in the knowledge that our titles are being brought to the market by one of the strongest and most professional distributors in Europe."

Jack in to Cyberjack

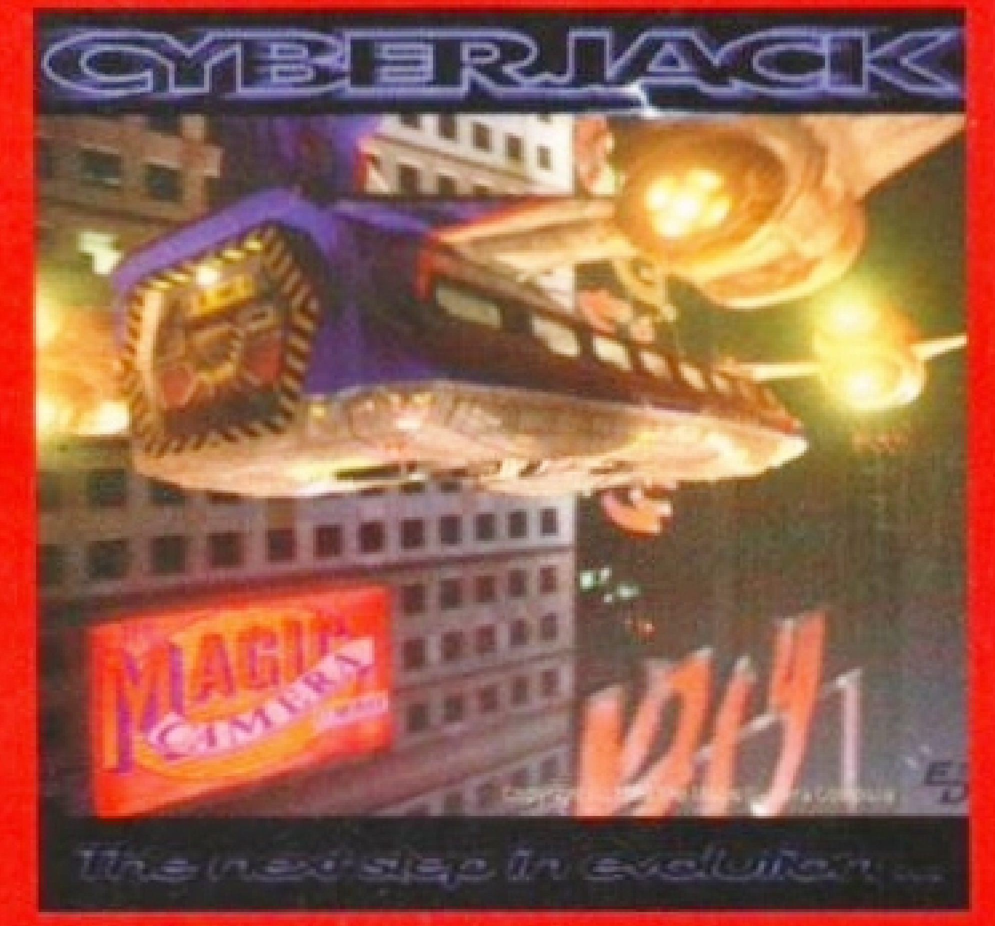
Once again, the Amiga is at the cutting edge of film special FX technology.

***Cyberjack*'s plot revolves around a group of luddite-ish cyber techno terrorists intent on ridding the world of the evil influence of computer networks by wiping them out with a potent virus. Out to stop the nasty bunch is a hard-bitten future cop.**

Among the Amiga-generated images are cityscapes and vehicles. The heavy processing power used included an A4000/040 with Warp Engine and a Raptor Plus rendering engine with 128Mb of RAM.

The majority of the images were created at a resolution of 2,048x1,234 and they took approximately three to four minutes each to render. A typical image was created using over 15,000 polygons.

Look out for *Cyberjack* which will be on general release soon.



New sci-fi film *Cyberjack* had its special effects created using an Amiga.

SPOTLIGHT ON AMIGA

Amiga bargain hunters should set aside time on June 10 and 11 for the Spotlight 95 Atari and Amiga Show. Taking place at the Novotel Hotel in Hammersmith, London, the doors open at 10am both days. Tickets are priced at £5.

For advanced bookings or more information, contact Priscilla Bell on 0181 345 6000.

CRISP AND SPRY

Compuserve Incorporated have acquired SPRY Inc for the princely sum of $100 million, the largest ever acquisition in the history of the Internet industry.

SPRY Inc were the makers of the number one selling Internet access product *Internet In A Box*. This take-over should see the skills of both companies being used in a complementary fashion. The intent is for Compuserve to become the leading source for both consumer Internet access and online corporate services.

For more information contact Compuserve on 01734 391064.

Amiga Format streaks ahead on FutureNet

FutureNet is the most successful commercial publishing venture yet seen on the Internet. It was set up on September 29, 1994 as a modern-day electronic forum and service for Net users wanting to check out the latest news on any of the magazines published by Future.

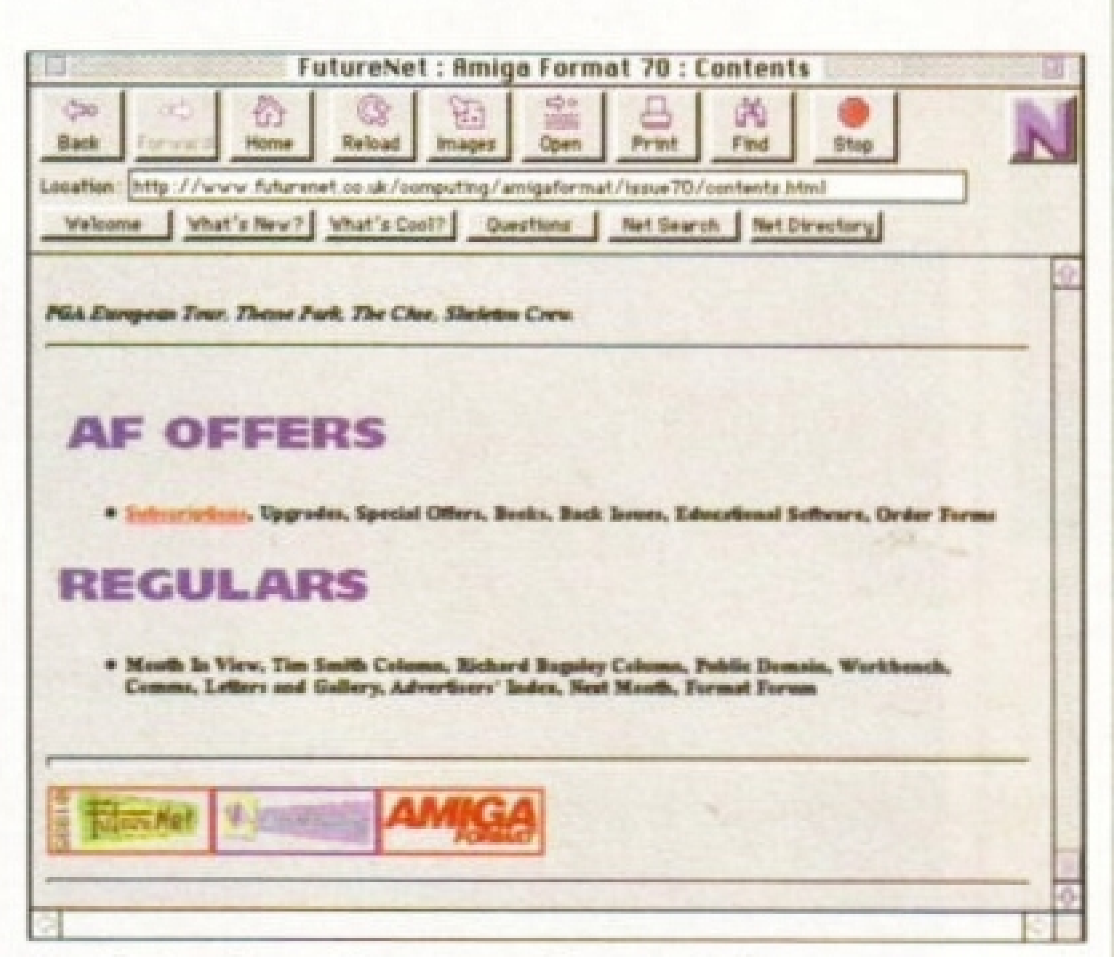
Amiga Format can exclusively reveal that the heaviest traffic occurs on the *Amiga Format* news pages. Over 8,700 people have accessed these pages.

"Quite an accolade," commented Web editor Neil Elkins. His comments were reinforced and expanded on by FutureNet's editor, Karl Foster, "Considering that the vast majority of people accessing FutureNet are PC and Mac users, these results more than surprised us. It shows how much interest there is out there in the Amiga."

FutureNet currently has 1,600 pages available to Net users online, and it's expanding at a rate of 250 pages per month.

Nick Veitch, editor of *Amiga Format*, put things in perspective: "This news only confirms what I already know about the motivation and enthusiasm of Amiga users out there."

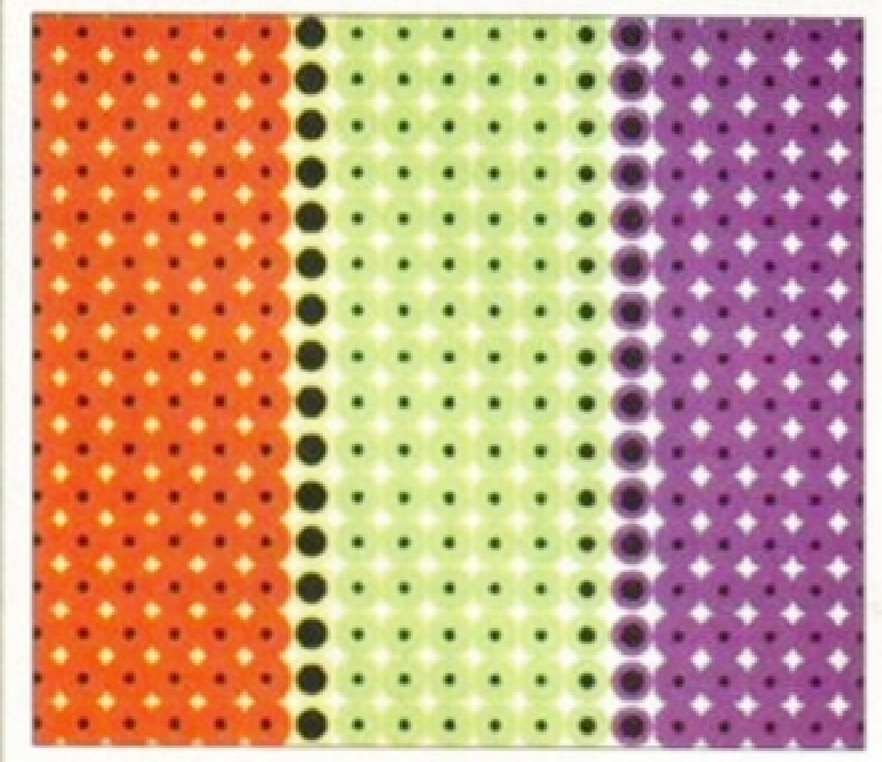
FutureNet can be accessed by pointing your World Wide Web browser at: `http://www.futurenet.co.uk`.



The *Amiga Format* home page is one of the most popular pages on...



Art on the Internet



Be prepared for some truly radical and innovative approaches on the Internet.

Glasgow School of Art graduates are putting their degree show on the Net.

Hailed as the most ambitious and largest art-based site on the World Wide Web, the School views its role as the bringers of good tidings to the unconverted lumpen mass proletariat who remain in the shadowless dark about this exciting new communication medium.

Anyone wishing to be enlightened should contact 0141 353 4722.

Flying **high** with **Videopilot**

Ambervane have announced a £300 drop in retail price for the Videopilot V330 computer controlled edit controller. Reviewed in the February 1995 edition of *Amiga Format* where it earned an excellent 85 per cent, the unit cost pennies short of a cool thousand pounds.

Citing "improved manufacturing techniques" as the reason for the reduction in price, the unit will now set back would-be computer editors a more reasonable £699 inclusive of VAT.

As well as the price drop, V3i, makers of the Videopilot edit controller, have announced a specialised software module which enables their V330 edit controller to provide two-frame animation in conjunction with Sony EV-S9000E and EV-2000E VCR's.

Support is provided for manual and automatic modes, making the system ideal for applications such as cartoon and character animation, time lapse recording, scientific process observation and security monitoring.

For more details, contact Ambervane on 01792 476076.



Now multi-VCR computer editing will be available for all at a more affordable price.

TOTTENHAM HOTSPUR 4 MILLION, HEWLETT PACKARD 0.

FA Cup hopefuls, Tottenham Hotspur Football Club, have signed a four-year deal worth over £4 million with Hewlett Packard.

The sponsorship deal takes effect from the beginning of the 95/96 season. All Tottenham Hotspur shirts, tracksuits, training tops and replica kits will be emblazoned with the Hewlett Packard logo from that date.

Alan Furniss, director of Hewlett Packard's Northern European Organisation commented that Spurs: "...reflect the strengths and values that we like to associate with our products..."

Glenn Hoddle wasn't available for comment.



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Our high speed 2.5' IDE hard drives for the A1200 & A600 computers come complete with fitting cable, screws, partitioning software, full instructions and 12 months guarantee. All drives supplied by us are tested, formatted, partitioned and have Workbench installed for immediate use. Fitting is incredibly simple; if you can plug the mouse into the mouse socket, you will be able to plug the hard drive into the hard drive socket!
Free while-you-wait fitting for personal callers.

20mb	**£ 89.99**	**210mb**	**£194.99**
40mb	**£ 99.99**	**258mb**	**£204.99**
85mb	**£109.99**	**344mb**	**£249.99**
120mb	**£134.99**	**405mb**	**£299.99**
170mb	**£179.99**	**540mb**	**£449.99**



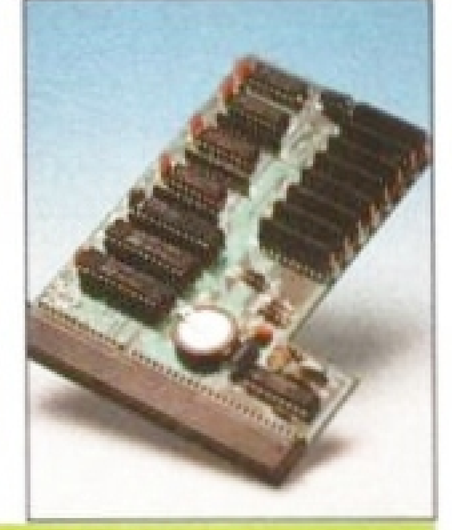
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"HOW TO FIT YOUR HARD DRIVE" video and Stakker disk to increase the drives capacity with every hard drive purchased.

MEMORY EXPANSIONS

A1200 32 bit FASTRAM memory expansions feature a battery backed clock and an accelerator FPU socket. Easy trapdoor installation.

2mb	**£129.99**	**33mhz 68882 FPU**	**£59.99**
4mb	**£178.99**	**40mhz 68882 FPU**	**£79.99**
8mb	**£319.99**		

NEARLY DOUBLES THE SPEED OF THE A1200



A600 memory expansions
1mb without clock **£34.99**
1mb with clock **£39.99**

SAVE £10.00
if you purchase an FPU at the same time as a memory expansion.

Excite your Amiga

SPEEDCOM Modems

Our highly rated, top quality, feature packed modems are probably the best modems available for use with the Amiga. All modems include our **FREE MODEM ACCESSORIES PACK (worth £19.99)** which includes a cable to connect the modem to the Amiga, NCOMM3 comms software and an Amiga Guide to Comms. Features:- MNP 2-4 error correction MNP 5 data compression, Fax class 1&2, Group 3. Hayes compatible, 80 page manual, 12 month warranty. **GP FAX Software £39.99 TERMITE £39.99**

SPEEDCOM+B (14,400 V32bis)	**£119.99**
SPEEDCOM+ET (19,200 V32Terbo)	**£149.99**
SPEEDCOM+BF (28,000 V34 & VFC)	**£199.99**
XLINK 14,400 BT appro	**£134.99**
XLINK 28,800 BT appro	**£224.99**



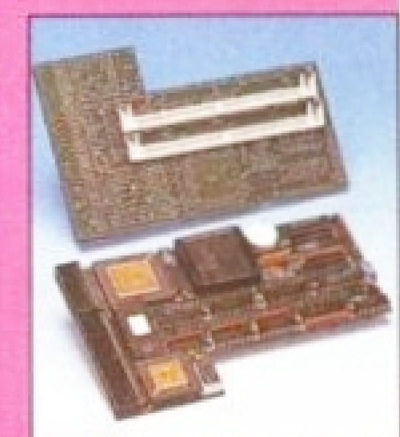
AMIGA FORMAT 85% RATING



U S A APOLLO

APOLLO A1230 Accelerators 1230 TURBO

Turbo 50 version includes 68030 CPU+MMU 50mhz Turbo 28 version includes 68030 CPU+MMU+FPU 28mhz. Up to 64mb of Autoconfiguring Fastram 72mb/sec data transfer rate SCS12 controller built in with transfer rates up to 3.5mb/sec. Real time battery backed clock. 2 SIMM sockets for 72pin simms. 1, 2, 4, 8, 16 or 32mb simms. Turbo 50 light includes 50mhz 68030, FPU socket, 1Simm socket and connector for optional SCS12 adaptor.



A1230 Turbo 50 light	**£199.99**
A1230 Turbo 50	**£269.99**
A1230 Turbo 28	**£189.99**
4mb SIMM	**£139.99**
8mb SIMM	**£289.99**

50 MHZ 68030 FROM £199.99

APOLLO A500/1500 HARD DRIVES

IDE interface for Amiga A500/A500+ and A1500 computers. Easy to fit. Uses standard 3.5' IDE hard drive.

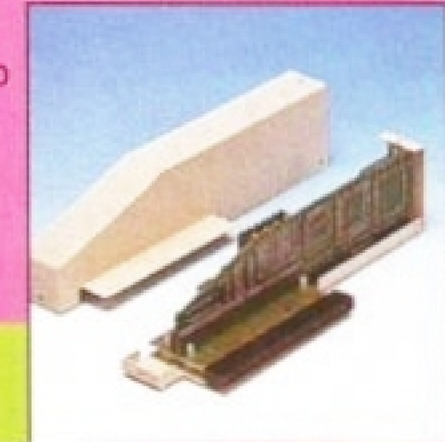
Interface only	**£79.99**
Interface with 100mb hard drive	**£189.99**
Interface with 365mb hard drive	**£229.99**
Phone for other sizes.	
A1500 IDE/SCSI/RAM card	**£129.99**



A500/A500+ & A1500 ACCELERATORS

68020 processor complete with 68881 co processor running at 28mhz speeds up your A500 by ten times! Up to 4mb of RAM can be added. Plugs onto the expansion connector and has a through connector for other peripherals. Can also be attached inside the Apollo A500 hard drive interface.

A500 Accelerator	**£149.99**
A1500 68030+68882 25mhz+SCSI	**£349.99**
A1500 68030+68882 50mhz+SCSI	**£499.99**



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Personal callers welcome. Please phone first to check availability of any item.

Directions

From M62 junction 17, head towards Bury. We are 50 yards on the right after the third set of traffic lights, opposite Masons pub.

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INTERNAL REPLACEMENT FLOPPY DRIVE	**£44.99**
3.5' HARD DRIVE FITTING KIT (A1200)	**£17.50**
EXTERNAL 3.5' FLOPPY DRIVE	**£54.99**
A600/A1200 CD ROM drive (POWER)	**£191.99**
GOLIATH HIGH OUTPUT POWER SUPPLY	**£44.99**

All prices include VAT. postage and packing will be charged at £3.50 per order (U.K.), £7.50 Europe and £12.50 rest of the World.

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Buying Mail Order is convenient and the prices are great. But sometimes it is important to actually see the product and take it away the same day. That's where our new Options scheme comes in. iNDi Mail Order or a visit to one of our Calculus Stores, the choice is yours. The same quality Service and with this Exclusive reader offer, Calculus will match any iNDi Mail Order price on the Spot. Add No Deposit Credit and Nothing to pay for 6 Months and we believe that this is the most exciting offer anywhere.

Order any iNDi advertised product over £100, use it for 6 months before you pay a penny

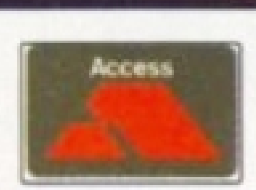
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Buy today from either Indi or Calculus. Pay by Cheque or Credit Card

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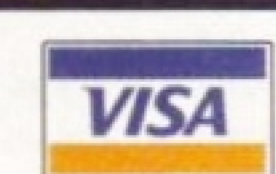
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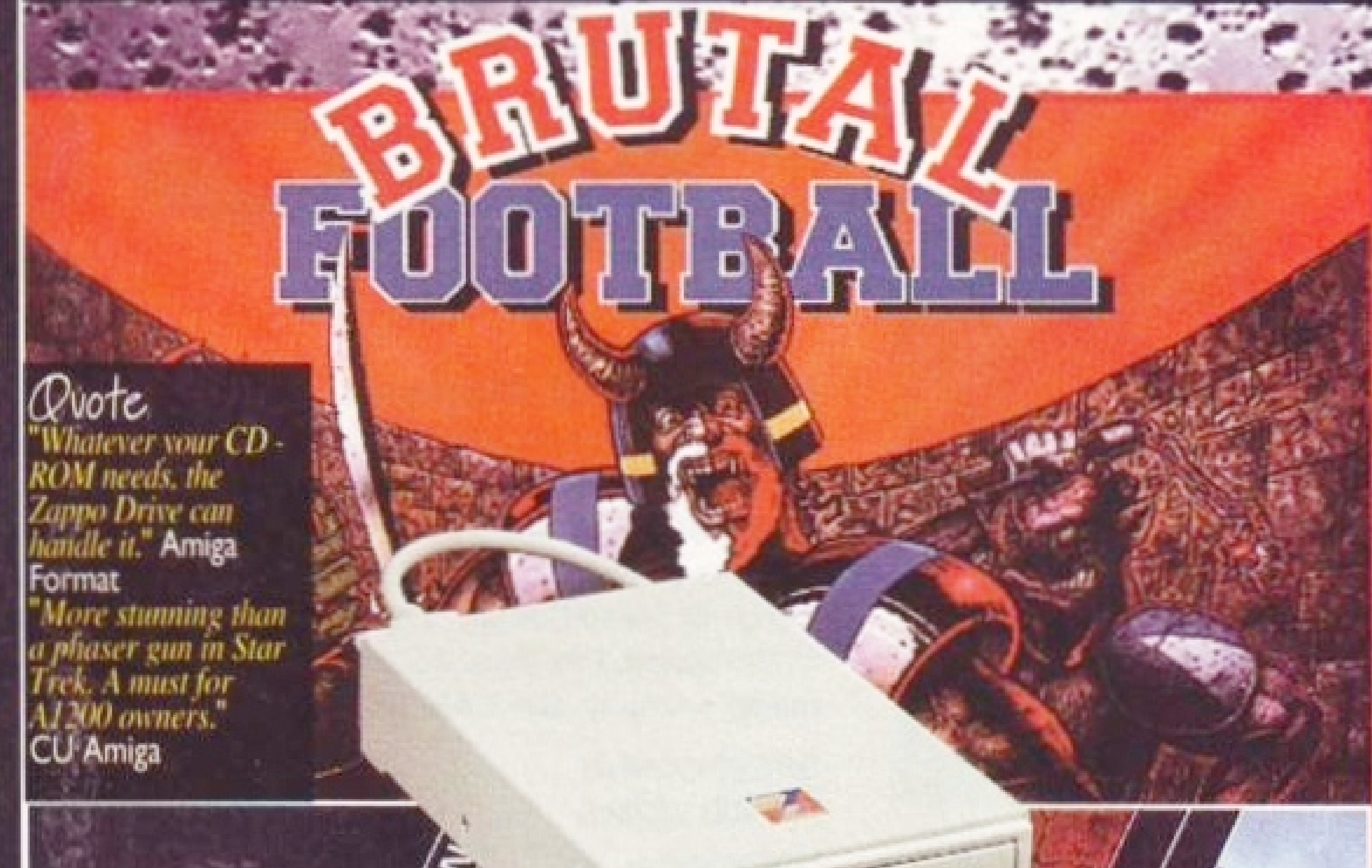
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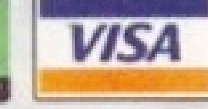
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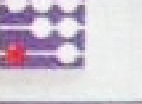
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Melody maker

Bars&Pipes Professional is a powerful, but complex sequencing program. _Future Music_'s Maff Evans covers basic techniques and explores the wide world of MIDI to get you started in sequencing.



Jimi did it with his guitar. You can do it with our _Bars&Pipes Professional_ Coverdisk.

Some people would argue strenuously with me on this point, but I think using Amigas in music is a brilliant thing. Being able to play, construct and manipulate sounds and musical ideas on an Amiga has opened up the world of music and pushed the boundaries further than anything else.

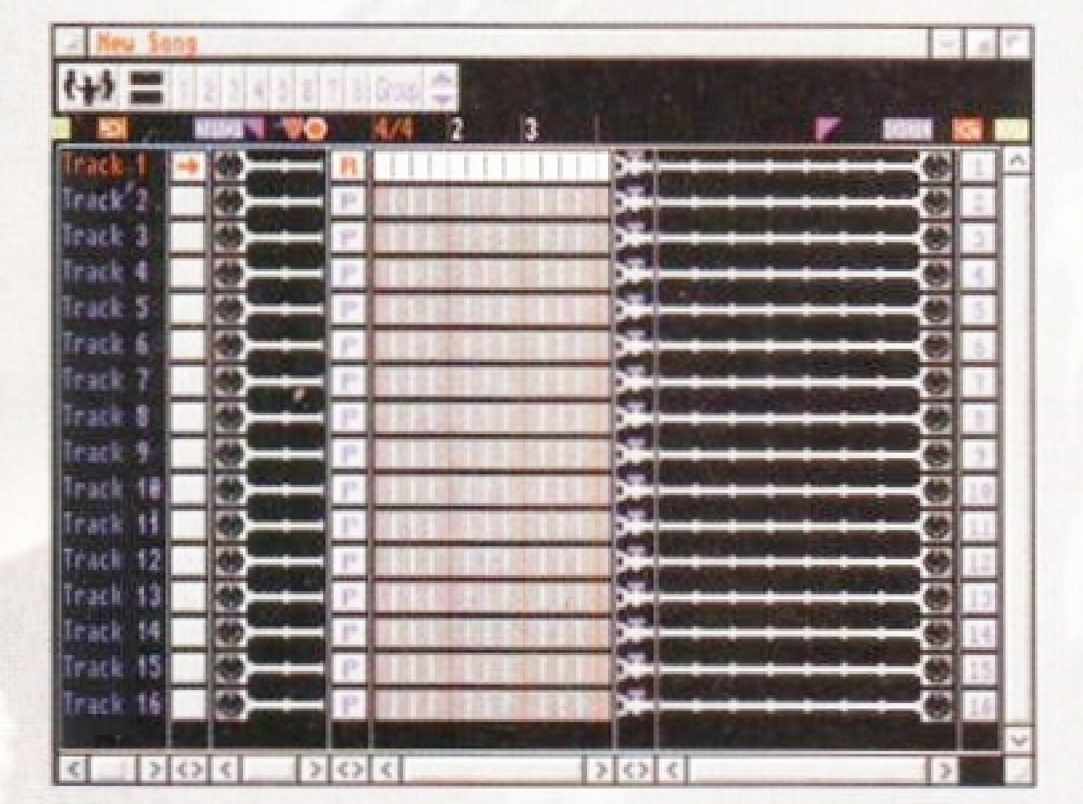
Electronic instruments can produce sounds like nothing else on Earth and if you've got brilliant ideas for music you're no longer limited by having to learn a particular instrument to produce the required results.

Using a sequencer and some synthesizer equipment, you can either produce lilting melodies, thumping dance tracks or huge, powerful orchestral pieces. Just think what Mozart could have produced if he'd had an Amiga.

In fact, many composers never heard their music played as they originally envisaged. The logistics and cost of setting up a full orchestra meant that only rich composers or those working for the nobility could actually get their material

YOUR FIRST SONG

1 The first thing to do is set up the track for recording. Load _Bars&Pipes_ and make sure that there are MIDI In and Out ports on each track. If not, double-click on the Toolbox icon to open the window and select Load from the File menu. Go to the Tools drawer and select MIDI In. Repeat the process for MIDI Out. Drag the Input icon to the left pipe and the Output to the right for each channel. Doing this means that MIDI signals will flow through the tracks.



2 Select a nice, fluid pad sound on channel one of your synth. Go to the first track in the Tracks window. Move the pointer to the channel square on the right of the pipeline, hold down the left mouse button and drag to Select 1. Make sure that the tap is blue (if not click on it until it is) and activate the track so that there is a red arrow in the grey square to the left and the track turns from grey to white.

3 Click on the letter at the end of the input pipe to make sure that it reads R. Open the Metronome window and select Internal before closing it again. Open the Transport window and click on R to go into record mode. Play a few long chords (one or two bars long) to work out a tune, then, when you're ready, click on the Play From Start button in the transport window. After a two-bar count in, play your nice chords. When you've finished, click on Stop.



played. If classical composers had access to the music equipment of today you can bet they'd be right there in the studio.

Fortunately, the technology is now available to everyone (and it's getting cheaper all the time), so anybody with an Amiga can get into writing pro-sounding material. Don't worry about whether you can't play an instrument, it's just the ideas that count. Get stuck into the tutorial at the bottom of the page and the MIDI section and you'll be away. Think about it: what else is the Aphex Twin if not the Mozart of the electronic age?

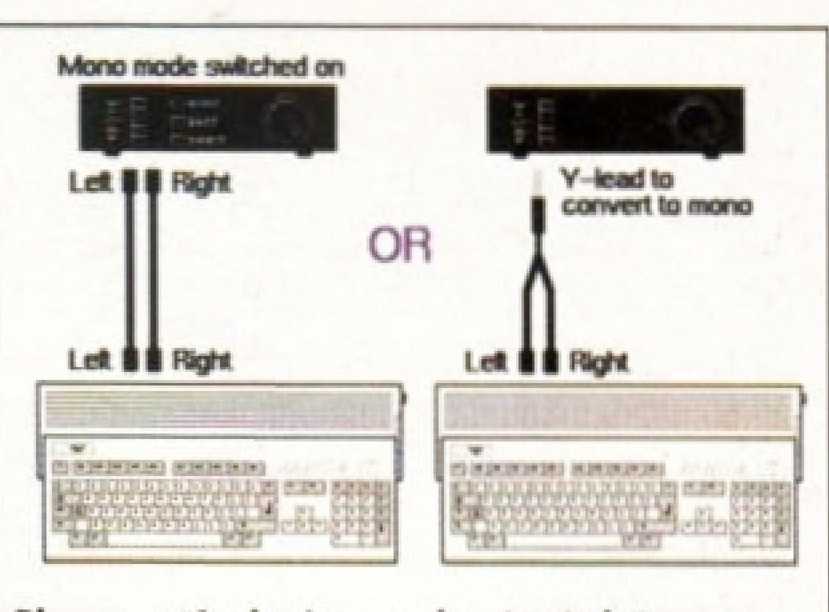
SETTING UP BARS&PIPES

Before loading up *Bars&Pipes*, make sure you've got everything set up properly. If you're just using Amiga samples, plug your Amiga's sound output into your hi-fi, making sure that you are playing back the sound in mono (either switch to mono on your hi-fi or use a Y-cable). This makes your music sound better than playing through small monitor or TV speakers.

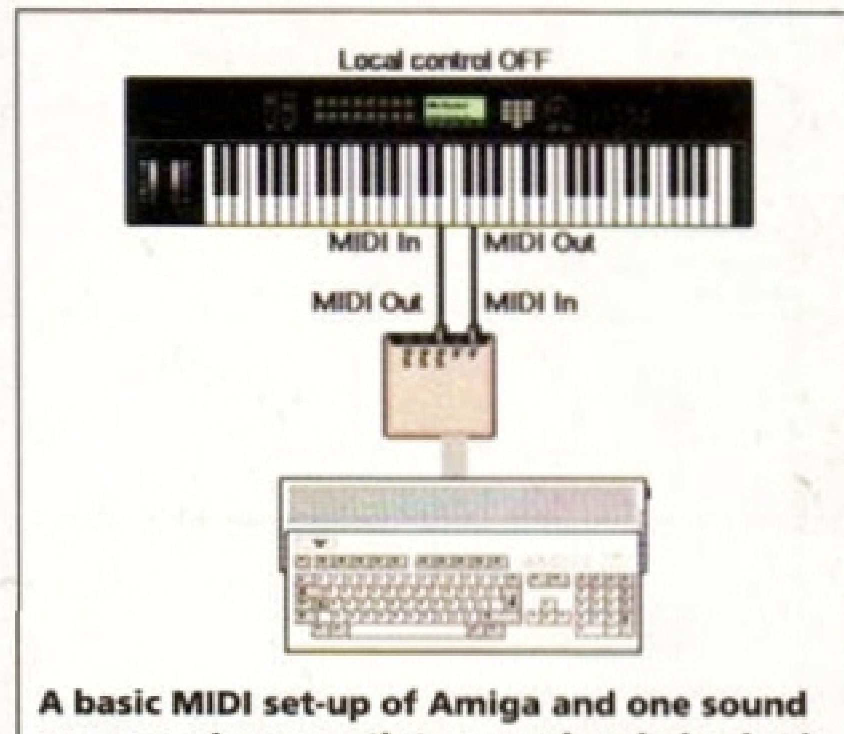
Connecting MIDI devices takes a bit more effort. For a start, you need a MIDI interface (which, if you've done any MIDI programming, you should have already). If you're just using a single multitimbral sound module (one that can play different sounds on different MIDI channels at the same time), simply connect a MIDI cable from the MIDI Out of your interface to the MIDI In of your tone module. If you're using a keyboard, you also need to connect a cable from the MIDI Out of the keyboard to the MIDI In of your interface.

If you've got more MIDI equipment, things are a little more complicated. If your MIDI interface has more output sockets, then simply connect them to the MIDI Ins of your gear. If, on the other hand, you only have one output, you'll have to daisy-chain the gear. This involves taking the MIDI Out from your interface

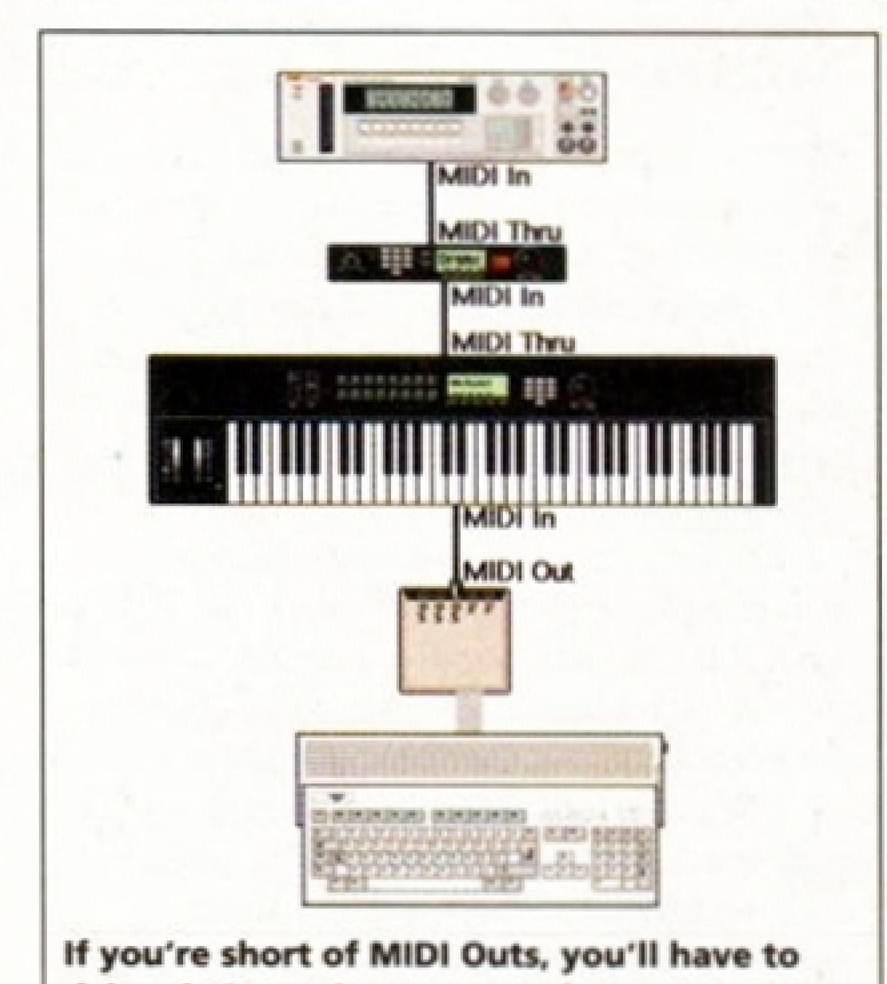
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Plug your Amiga's sound outputs into your hi-fi for better playback of internal samples.

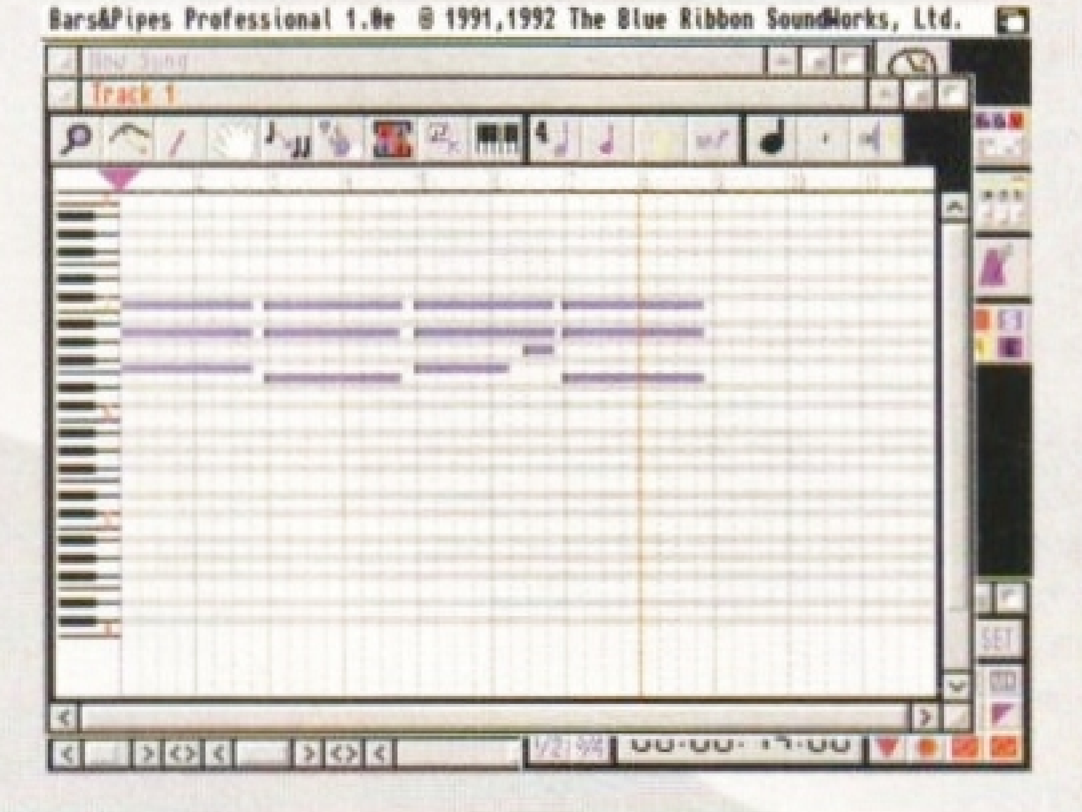


A basic MIDI set-up of Amiga and one sound source, using a synth to record and play back.

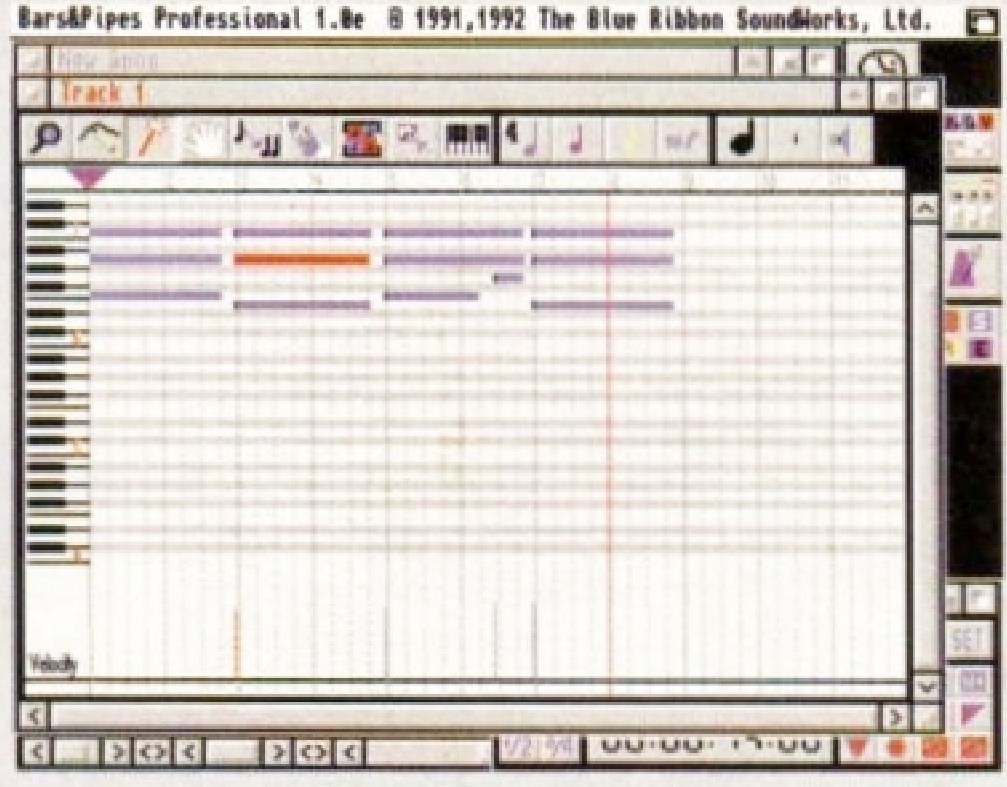


If you're short of MIDI Outs, you'll have to daisy-chain equipment together.

4 **Now it's time to correct any... erm... well, let's say timing errors. Open the Toolbox and select Load from the menu. Select Quantize from the list and click on Load. Once it has loaded, drag the Quantize tool from the Toolbox to the Toolpad in the control strip of the Tracks window. Now it's time to apply the tool to the track. Make sure that the Quantize tool is in the square and the track is selected (white). Go to the Edit menu and select Toolize. The timing should now be spot on.**



5 **Double-click on the white track area (which should now have blue dashes on it) to open the Edit window. Go to the Show menu and deselect Staff-Hybrid to make it easier to see the effect of edits. If you prefer music notation, you've got the option to use that later on. If you can't see any notes, select Note Range->Piano Roll Bounds from the Display Options menu and change the settings to increase the range. Click on the tiny black note to zoom out so you can see all notes in your sequence.**



6 **If you hit any wrong notes, use the hand or the eraser controls to (respectively) drag notes to the right pitch or delete them. If the velocities of your notes (how hard they were played) is a bit skewiff, select the wand control and move down to the bottom of the Edit window with the slider on the right. Now draw a line across the vertical velocity lines to flatten them out. When you're done, close the window with the close gadget.**

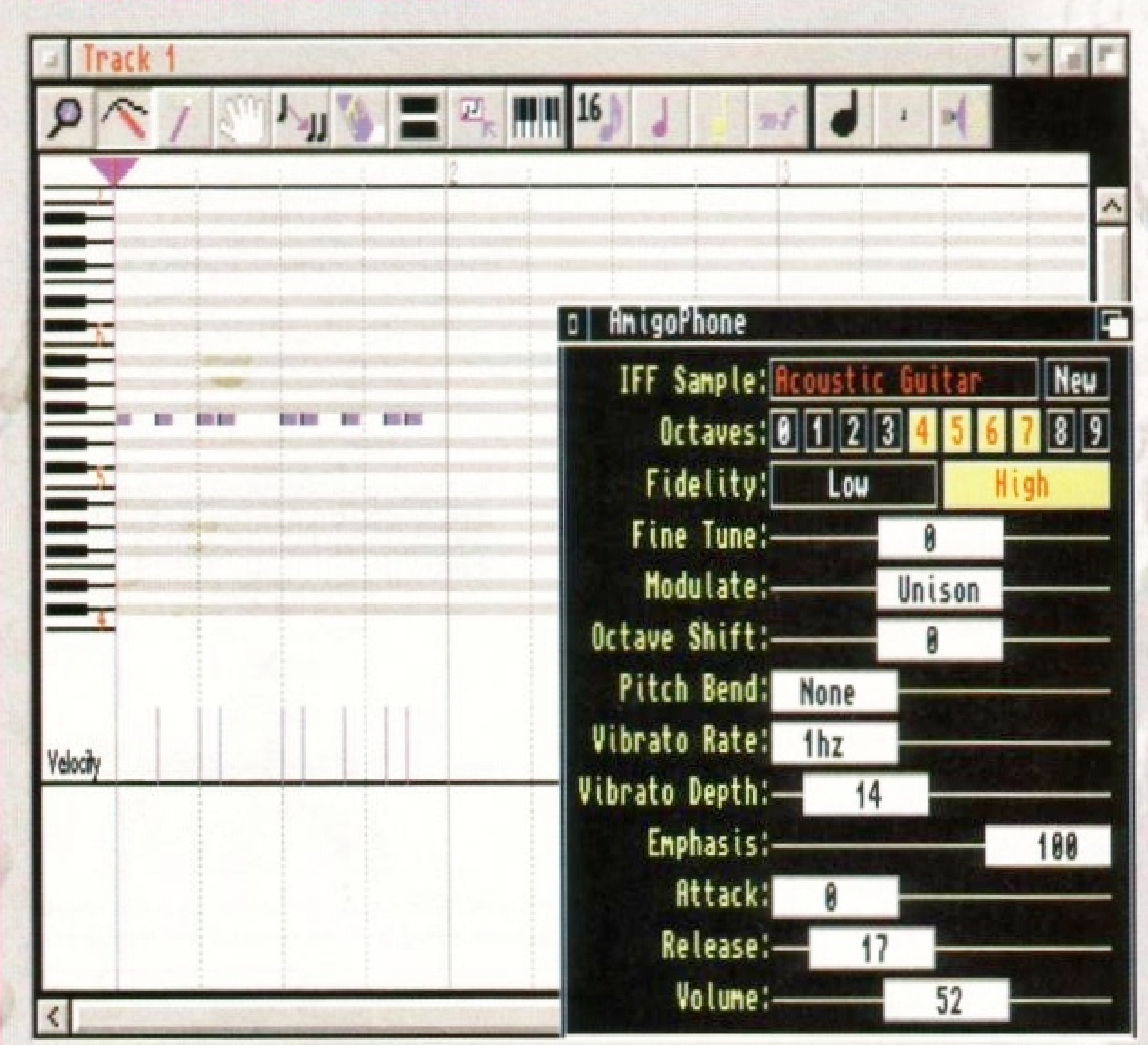
to one piece of gear, then connecting the MIDI Thru of each piece of equipment to the MIDI In of the next. Some people claim this causes delays and errors, but with new gear, this isn't a problem. Once everything is set up, you're ready to go.

THE MIDI STANDARD

In the early days of synthesizers, connecting machines together proved quite a headache. Most equipment required Controlled Voltage (varying levels of electricity) signals to be played from one piece of gear to another, since most synths used voltages to determine the pitch, filter and envelope amounts.

Getting things to play in time was even more of a headache, due to the confusing Gate system, which seemed to vary wildly from one machine to another. To get

THE AMIGOPHONE



Playing back internal Amiga samples with *Bar&Pipes Professional* is carried out in the same way as with MIDI apart from one major difference – the Amigophone tool. This has to be placed in the output pipeline of any track on which you want to use samples (it drops into the pipe in place of the MIDI Out tool).

To use it, go to the Toolbox and load Amigophone. Drag it to a track on which you want to use samples and drop it in on the right-hand side. Now double-click on it to open the Options window.

This can be left open for editing as you work. It's a good idea to have the Edit window for the track in question open so that you can play it back to see what effect your changes will make to the Amigophone settings. Here's a run-down of the controls:

IFF Sample: This shows the sample currently selected. Every time you load a new sample with the New button, it's added to a list which is accessed by pointing to the name and dragging up and down.

New Brings up a requester for loading a new sample. These have to be IFF samples – Raw and Sonix format samples can't be loaded.

Octaves: This shows the octaves that the sample will play in. It depends on how the original sound was saved and CAN'T be edited in *Bars&Pipes*.

Fidelity: Low-fidelity plays samples at a slower rate than hi-fidelity, thus giving a lower sound quality (useful for using longer sounds without wasting memory).

Fine Tune: Adjust the pitch of a sample by small amounts to keep it in tune with the rest of your instruments.

Modulate: Transposes the sample's tuning by a specific musical amount. Drag the slider sideways to select a new value.

Octave Shift: Alters the base octave for a sample. Note that the Octave Shift still has to fall within the range specified by Octaves: above.

Pitch Bend: Determines how much a given note will change when the pitch bend messages are used.

Vibrato Rate: Sets the speed of vibrato to be used when modulation messages are used.

Vibrato Depth: Determines by how much to 'wobble' the notes when modulation messages are used.

Emphasis: This value shows how much to respond to velocity data (the higher the number, the more velocity determines the volume of the note).

Attack: How long it takes before the sound reaches its maximum volume (a high Attack number gives you a slow fade-up to full volume while a lower number causes an instant start to the tune).

Release: How long a note takes to fade to off. This only works with long sounds or looped samples, because short, percussive sounds cut off quickly anyway.

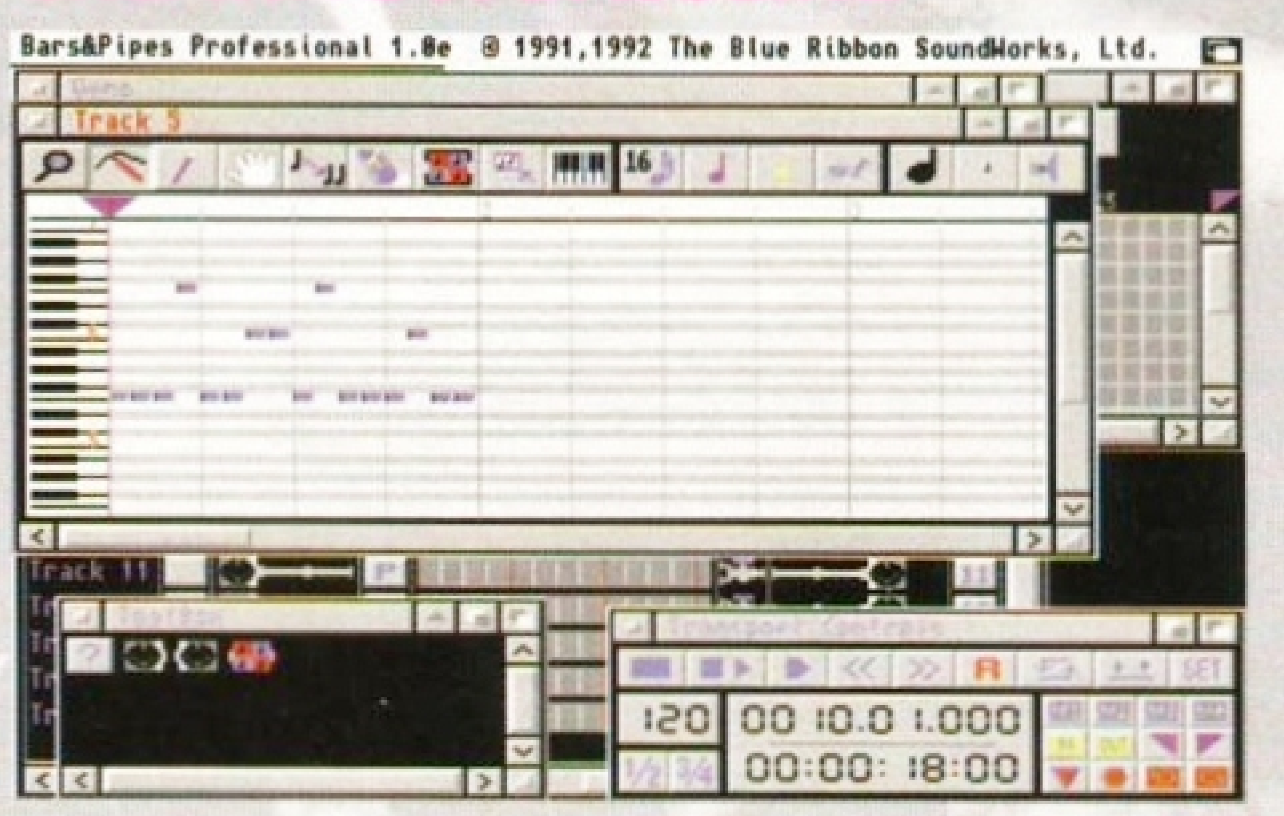
Volume: The basic volume of a sample. The velocity still controls a fair proportion of the volume if the Emphasis: setting is high.

CREATING A DRUM PATTERN



1 **Go to the Toolbox and drag the Quantize tool to the input pipe of the second track. Click on the grey square on the left of the pipeline to activate the track, then click on the mode square of track 1 to select P and track 2 to select R. Change the channel (the box on the right) to 10 and then select a drum kit on your synthesizer. Work out a drum pattern to complement your chords.**

CREATING A BASSLINE



1 **Click on the grey square to the left of track 5 to activate it and select a channel for a bass sound on your synth. Double-click on the track area to open the Edit window and go to the blue note in the control strip. Hold down the left mouse button and drag to select 16th notes. Click on the Pencil tool and start to enter notes by clicking in the piano area. Enter a bassline for the first bar which is on the same note as the bottom note in your chord. Close the window when you're done.**

around this problem, a number of Japanese and American companies got together to provide a standard way of enabling synths and drum machines to talk to each other. The result was the Musical Instrument Digital Interface, or MIDI.

MIDI came along just as digital synths were becoming popular. The advent of computer technology meant that computer messages could be sent along wires instead of unreliable voltages. The MIDI designers formulated a list of control codes and parameters to enable standard messages to be formed from numeric signals (for example, a certain hex code stands for a Note On message, with associated data bytes for deciding the pitch and velocity).

Using MIDI messages, notes could be directly triggered on one piece of equipment from another, data could be dumped for storage and timing could be kept rock solid. Standard MIDI is serial data sent over 16 channels (each independent from the others – like channels on a TV), but special interfaces and sequencers can add extra banks of MIDI channels.

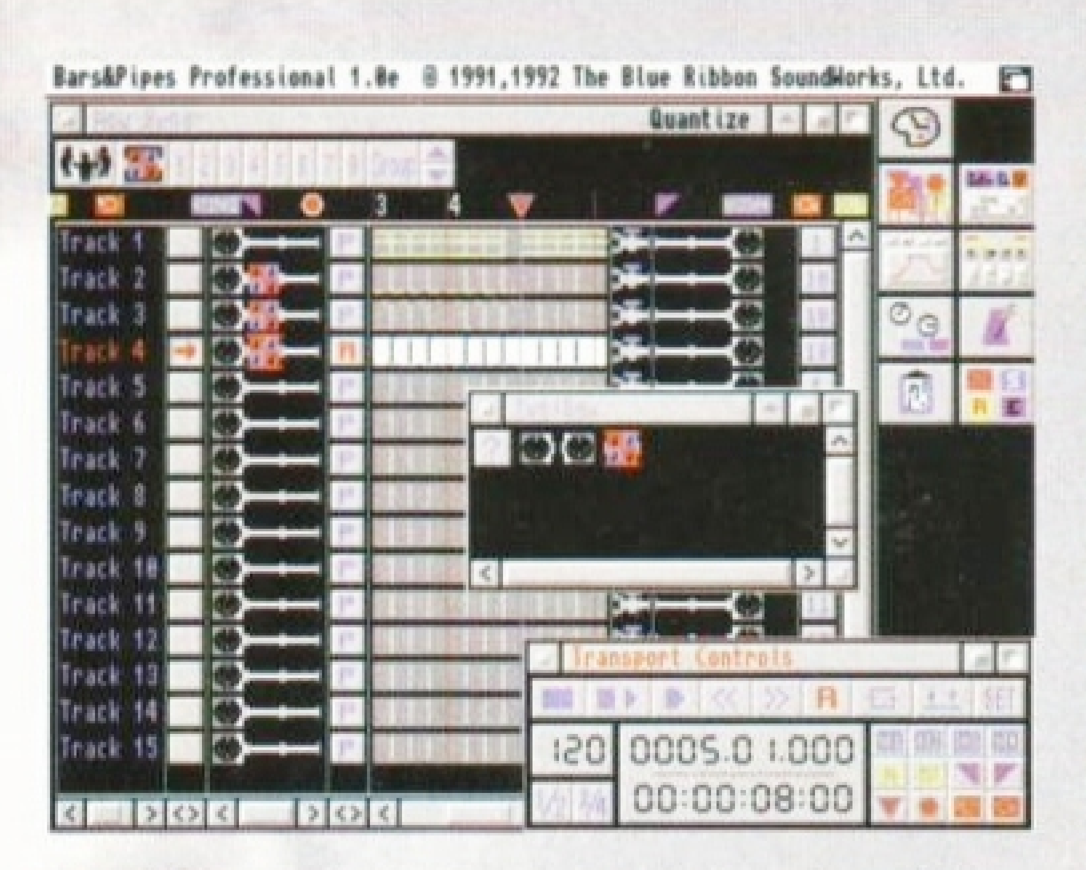
MIDI message types basically break down into timing messages, notes, position and continuous controllers for bending the pitch or adding expression.

Over the years, amendments and additions have been made to MIDI, including MIDI Time Code (MTC) for more standard synching, MIDI Machine Control (MMC) which enables you to control tape recorders directly from your controlling sequencer and MIDI sample dumps, for transferring digital samples between different pieces of equipment. But it's not only sound sources which can be controlled by MIDI. Just about every new piece of electronic music gear has MIDI ports on the back.

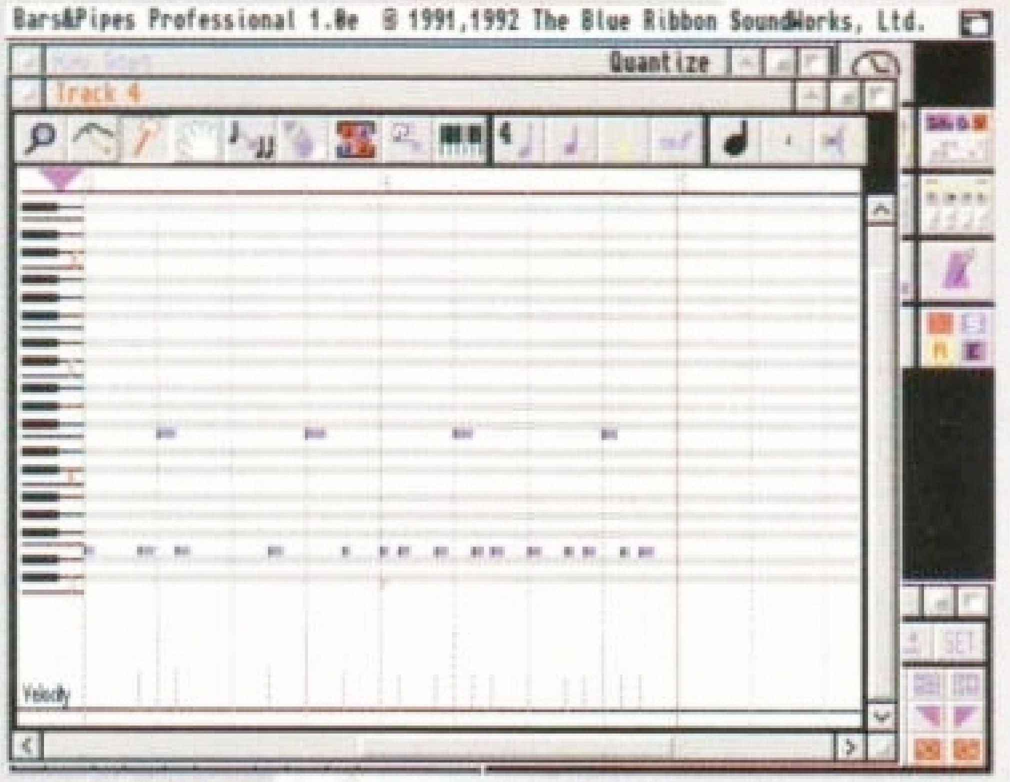
Effects units (boxes which add stuff like chorus, echo, reverb and phasing to a sound) can be hooked up so that you can call up new effects from your sequencer or keyboard or even change parameters as part of a song, for example increasing the depth of an echo in real time. Tape recorders can even be controlled by MIDI, with the controls triggered by the icons on a sequencer and the tape sending a timecode for making all your computer sequences play in time with a tape.

Perhaps the most significant development is General MIDI (GM). This

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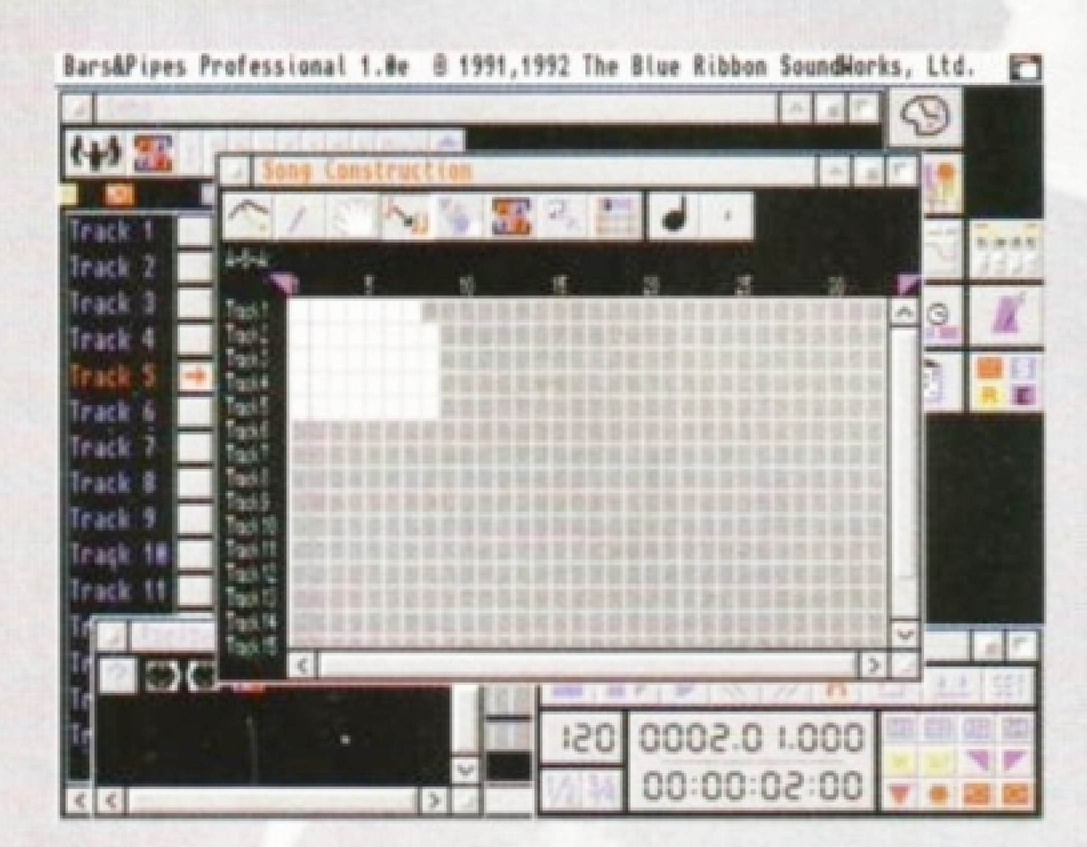
2 Click on R in the Transport window, then click on the Play From Start button. After a two-bar count in, play the kick drum part of your drum pattern. You only have to enter a couple of bars, because it can be copied later. Now repeat these steps for the third track in the list and record the hi-hat pattern for a couple of bars. If you find that the Quantize tool is correcting your notes too harshly, double-click on the tool in the pipeline and change the resolution to a smaller note.



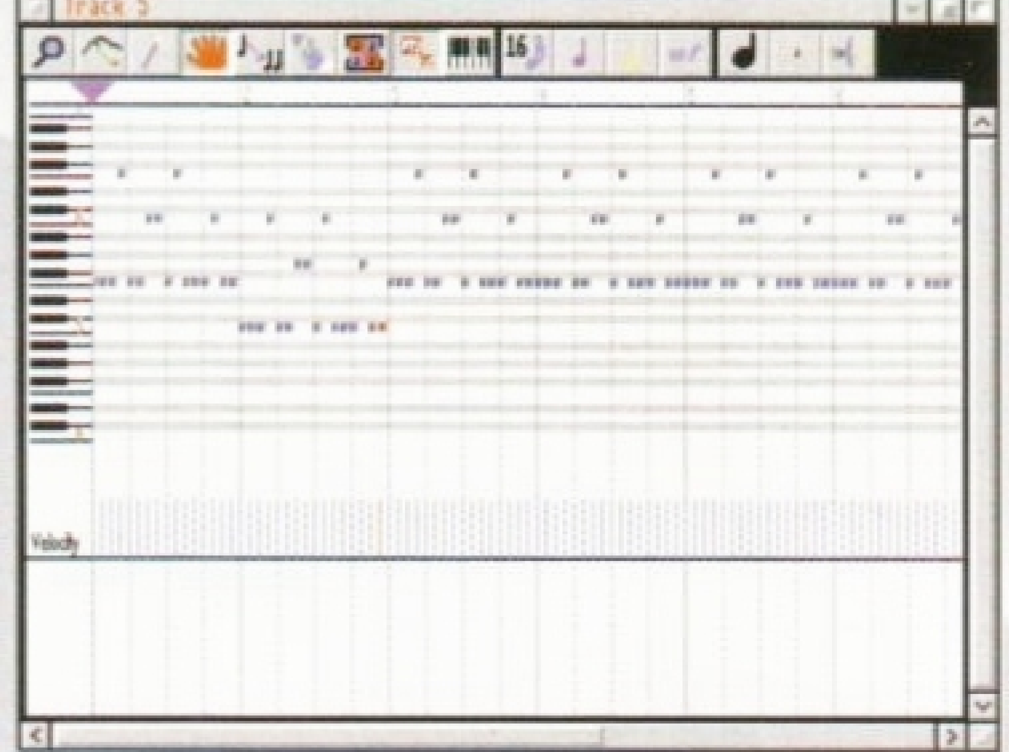
3 Complete the raw tracks for your drums, repeating the processes outlined above and recording the snares on track 3. If there are any duff notes or you want to change the velocities of any hits, open the Edit window by double-clicking on the relevant track and carry out changes. Note that if you only want to change the velocity of a single note, you can use the Pencil tool.



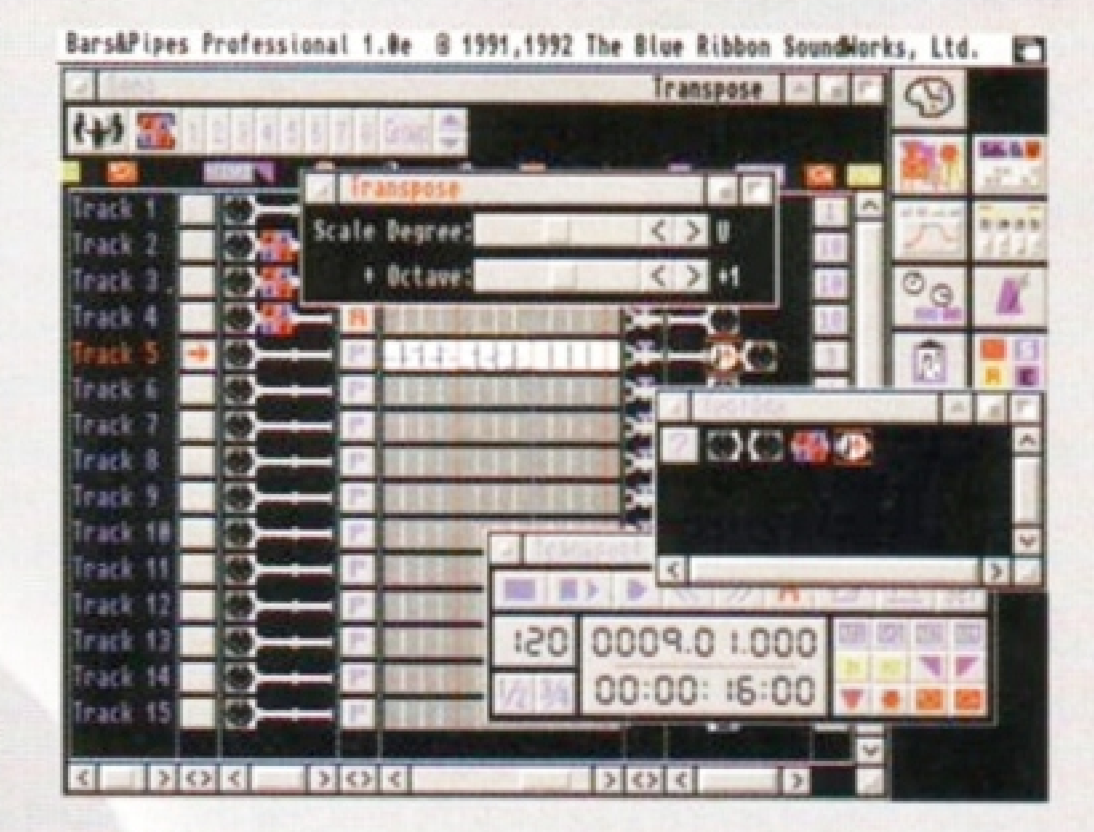
4 Double-click on the Song Construction tool to open its window and select the duplicate and bounding tools (fourth and seventh in the row). Drag a box around the squares that show your drum tracks (they should be tracks 2, 3 and 4), then drag them across the grid to drop them after the original recording. Repeat the process until the drums play for the same length of time as your chords. Now play back and your chords should have a nice rhythm backing.



2 Go back to the Song Construction window and use the duplicate tool to make copies of the bassline to reach to the end of the rest of your tracks. If you play back this sequence, it will all sound out of tune (apart from the first bar). This is because the bassline is just repeating the notes from the first pattern you entered. We need to transpose these to get them to follow the chords.



3 Go back to the Tracks window and double-click on the bassline track to open the Edit window. Use the triangle (next to the front and back gadgets) to open the window fully. Select the Hand and Box tools and box in the first section of bass notes to be moved (the ones that play over the second chord in your song). Drag them up or down until they play the bottom note of your 2nd chord.



4 Often the temptation is to stick a bassline in which is just too low and booming. Experiment with different octaves using the following method. Go to the Toolbox and load the Transpose tool. Now drag this to the output pipe of track 5 and double-click on it to open it. Alter the Octave reading and listen to the results.

is a particular set of specifications to make playing sequences on different pieces of gear easier. The first factor is that a piece of GM gear must have 24-voice polyphony – that is it must be able to play 24 single notes at once.

The 128 sounds defined as the GM soundset must also be in a specific order, otherwise your lovely guitar riff will end up playing on the bagpipes. It's worth remembering that drums are always on channel 10.

Synth company Yamaha has just released a new sound module which uses an extended version of General MIDI called XG, so exciting and ground-breaking things are always happening in electronic music. Get yourself tooled up and you could be part of it.

MESSAGE IN A BOTTLE

To get into the nitty-gritty of MIDI, it helps to know the structure of MIDI sequences. I don't mean you have to know what all the codes are – you only need to get into that if you're programming with MIDI. A grasp of the basic message types and how they work is all you need.

Notes

MIDI notes are actually controlled using two messages – a Note On and a Note Off. These tell a piece of gear when to start and stop playing a note. Some sequencers specify the duration of a note, but the MIDI data stays the same. Along with the pitch of a note, each Note message also includes a number giving the velocity (how hard a note was played), ranging from zero to 127. This usually determines how loud a note will sound, but can control any aspect of a sound depending on the synth.

Program changes

MIDI defines programs as individual stored sounds (or an equivalent collection of parameters such as an effect on an effects unit). Using Program Change messages, you can call up a new sound directly from your sequencer. General MIDI has all its programs in the same order, so that calling up a piano sound on one piece of GM gear will call up the same sound on any other.

Continuous controllers

These control such things as pitch bend, volume and modulation. They're called continuous controllers because they are usually recorded and played back in a long stream as opposed to single, one-off messages such as notes. This is because pitch bend, volume and so forth need to change smoothly. It's no good having a lush fade in if the volume jumps from one level to the next.

Sysex

Sysex is SYStem EXclusive data. This enables you to dump all the settings from your synth via MIDI and store it on your computer (using an editor or a librarian program). The name is derived from the fact that each synth stores sound settings in a different way. The format for the data states the manufacturer's ID code and then organises the data according to the storage structure of the synth itself.

Each end of the system must know the other is there so that the data is stored properly (after all, there's probably quite a lot of it). This data can then be dumped back on to your synth later – useful if you're running out of places to store new sounds on your synth.

STARS WITH STRIPES

You may be confused about the terms 'striping', 'timecode', 'frames' and 'SMPTE' which are bandied around. Don't worry, it's not that technical. This is all to do with a system of locking the timing of various machines together (especially when working with video).

SMPTE stands for Society Of Motion Picture And Television Engineers and is the name given for the code the TV, movie and music industry puts on to tapes to control the playback timing of machines.

The code splits into hours, minutes, seconds and frames. This is linked to the number of frames on film (24 per second), since you only need to be accurate down to a single frame of a film to play stuff in time with the image.

To use the system, the timecode (the SMPTE signal itself) is recorded on to a tape (either as control information on a professional video or a spare track on a professional multitrack audio tape). When the tape is then played, it sends out the SMPTE signal to tell other bits of gear exactly where on the tape it is.

If you've got a SMPTE box plugged into your sequencer, the program can then look to the SMPTE code to make sure that the sequence playing back is at the same point as the tape.

Bars&Pipes enables you to arrange data and match timing using SMPTE time representations as well as the usual musical bars, beats and clicks (1/192 of a second). This enables you to cue sound effects and music start and stop points exactly at the right time – absolutely essential for adding material to video.

FUTURE MUSIC

Don't forget that if you want to find out more about electronic music, there's a whole magazine dedicated to making music with computers. *Amiga Format*'s sister magazine *Future Music* carries all the latest product reviews and buying advice on all the new releases as well as tips, advice, help and hints.

Issue 30 features the first part in a major series dedicated to sampling – including advice on new techniques and how to improve your performance. *Future Music* costs just £3.50 and comes complete with a covermounted CD.



RECOMMENDED EQUIPMENT

If you're making do with sampled sounds from your Amiga, you're not really getting the best results from *Bars&Pipes Professional*. To achieve top-quality sounds you'll need to get hold of some MIDI gear.

The first thing you need to buy is a MIDI interface which are relatively cheap nowadays. Next, you need some kind of sound source. The cheapest way of doing this is to buy a tone module. These start from the £225 Yamaha MU5 (which is decent enough, if a little basic). Korg's O5R/W is an excellent module, with superb sounds and an easy-to-use control system for £599. Moving up a price bracket, Roland's JV-1080 is arguably the best synth module currently available, with 64-voice polyphony and hundreds of sounds for a slightly more expensive £1,085.



The Roland JV-1080 is one of the best synth modules available – with a price to match.

If you want something with a keyboard attached, a keyboard incarnation of the O5R/W is available in the shape of the £799 X5 (which scored 90 per cent in *Amiga Format*'s sister magazine, *Future Music*). At a more expensive level is the Alesis Quadrasynth, a superb-sounding 64-voice synth with 76 keys for £1,099.



The X5 is a good sound source with keyboard option at £799.

If you like the flexibility of using samples, you could get a dedicated rack-mount sampler. E-mu's ESI-32 is an excellent machine (£1,199), as is the Akai S2,800 (£1,299). At the top of the range is the stonkingly powerful E-mu Emulator IV, with 128-voice polyphony and a maximum RAM of 128Mb (wow), but it costs a whopping £4,800. Time to start saving, then.



If you only want a bit of change from £5,000, rush out and buy E-mu's Emulator IV right now.

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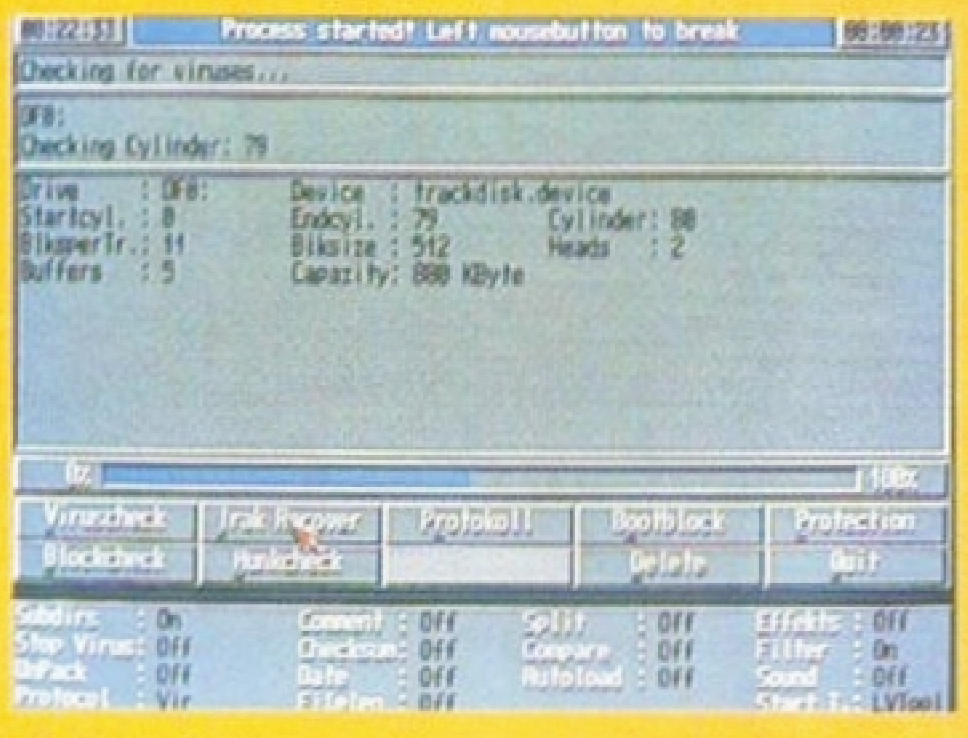
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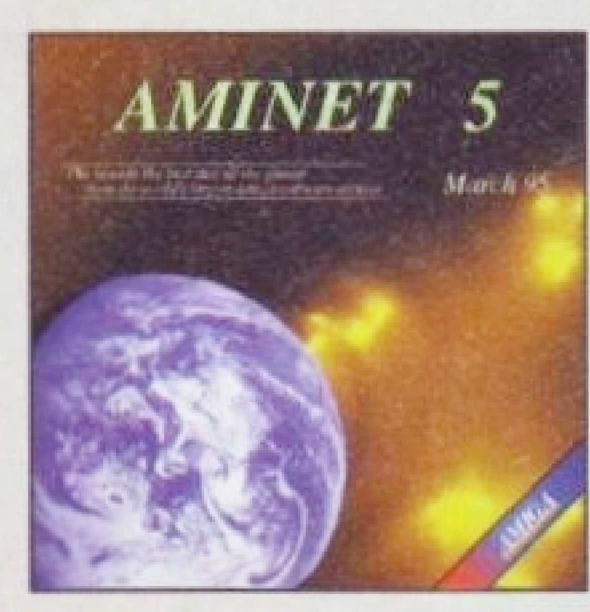
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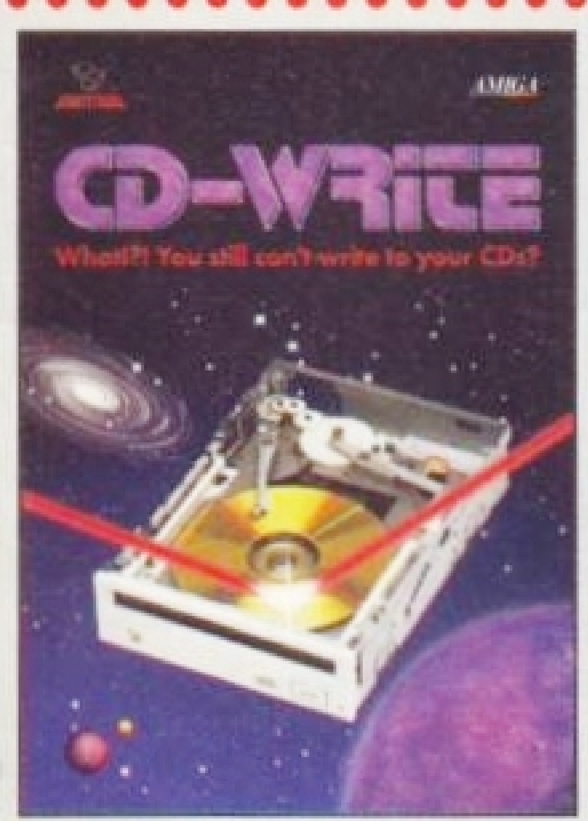
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Aminet CD 5, dated March 1995, consists of approximately 1,1 gigabytes of software in 3600 archives. Since the release of Aminet CD 4 more than 448 MB new software has appeared, since the release of the Aminet Set 1 214 MB new software has appeared. The current edition has a special focus on games, more than 1000 games from Aminet were included. User friendly access software make the Aminet CD 5 a pleasure to use. £14.95



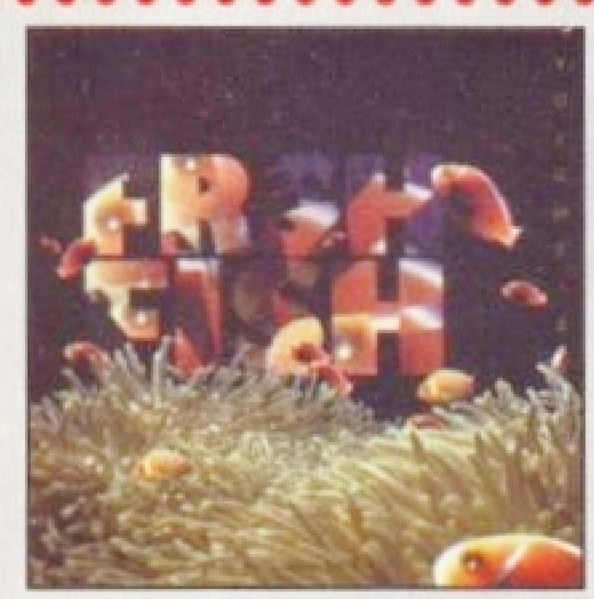
Aminet Set 1

Aminet is the world´s largest collection of freely distributable Amiga software. Up to 10.000 users access the vast archives ervery day and countless programmers publish directly via Aminet. Until recently access to Aminet was restricted to international network users. With Aminet Set 1, consisting of 4 CDs, the complete archive is published the first time. This CD-ROM-collection, which is dated January 1995, offers an almost inexhaustible reservoir of top-value Shareware. A wide variety of programs is included: Applications, Games, Demos, Pictures, Mods, Animations, Developer-Material, ... It contains approximately 4 gigabytes of software in 12.500 archives and you will enjoy the comfortable user-interface. £29.95



CD-Write

What!?! You still can't write to your CDs? CD-ROMs have long been an essential part of Amiga computing. Many users already own a CD-ROM drive, and the number of software packages available on CD is increasing steadily. Until now, though, it was not possible to write to CDs. We have solved this problem with our new revolutionary product: Ralph Babel and Stefan Ossowski's Schatztruhe are proud to present what can be considered a marvel of technology. CD-Write enables you to virtually write to CDs with an ordinary CD-ROM drive. From now on, you will be able to write, delete, and modify data on your CDs. This product will take you into a new era, and you will be able to utilize CD-ROM technology to its fullest. £44.95



FreshFish 8

The FreshFish CD-ROM-series, produced directly by Fred Fish, provides Amiga users with hundreds of megabytes of the latest freely re-distributable software. Published approximately every two months, each volume is a two CD set containing new submissions since the latest volume, as well as an ever growing selection of tools, libraries, documentation and other useful material that is updated with every release. £29.95

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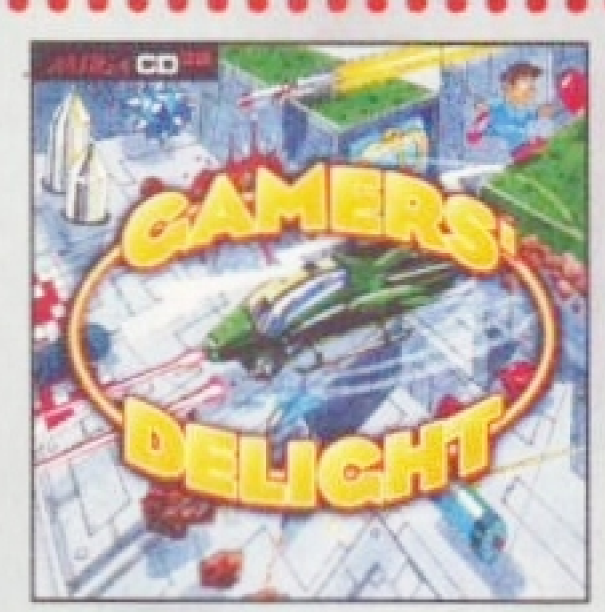
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CDBoot is a fantastic new product that enables you to use almost any CD32 games on an A1200 or A4000 (with AT- or SCSI-CD-ROM drive and any filesystem). You can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD32 game. The usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga-Freaks, who would like to enter the world of CD32 games! £34.95



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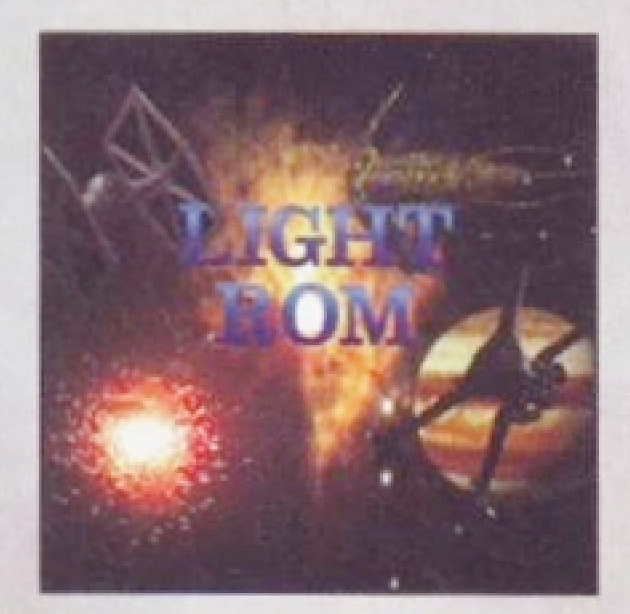
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This CD contains 40 games for the Commodore Amiga from differing categories. Action, Jump & Run, Card Games, Puzzles, Strategy Games - a whole range of computer entertainment awaits! Gamers' Delight will hold you captivated for hours and guarantees long-lasting pleasure. All games are commercial versions - no public domain & no demos! This CD can be run on any Amiga with CD-ROM drive, CDTV or Amiga CD32 Console with 1 MB free memory and Joystick/Joypad. £29.95



GoldFish 2

Volume 2 of the GoldFish series contains a selection of software, animations, pictures and other material released on FreshFish CD-ROM's between October 1993 and November 1994, with most of the material updated to the latest available versions. All material is included in both archived (BBS-ready) and unarchived (ready-to-run) forms. £29.95



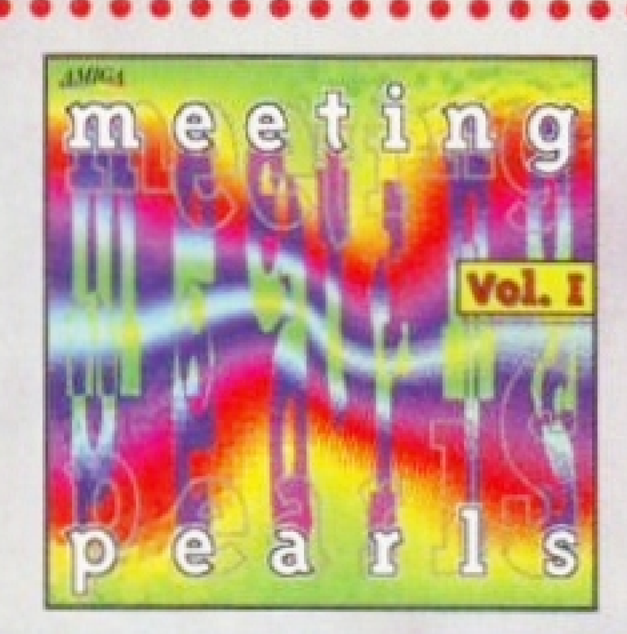
LIGHT ROM

The LIGHT ROM CD contains almost 650 megabytes of 3D objects, images, images equences, scene files, surface attributes, bump maps and textures in IFF and TARGA formats, DEMs, and Lightwave related text files. LIGHT ROM is an invaluable resource for Lightwave users, and as a bonus, includes material for Sculpt 3D and Imagine users. £44.95



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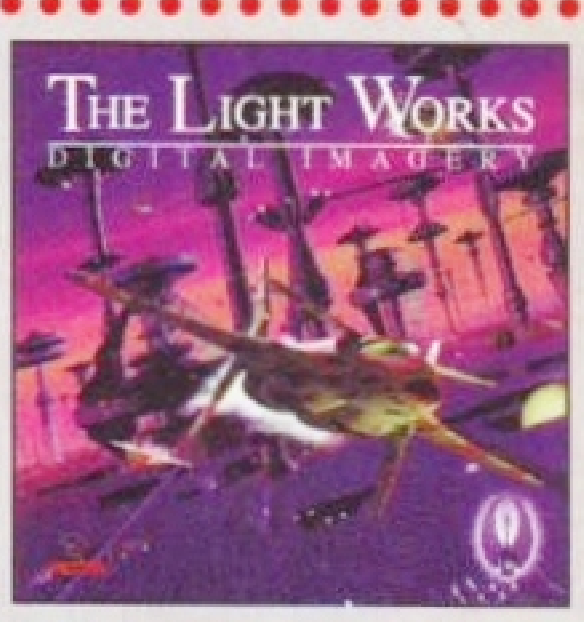
Meeting Pearls Vol. I

Meeting Pearls is the first CD to be published within the concept of „sharecompilation" and includes ca. 600 MB of top quality freeware. Most programmes are already installed or are easily installable on the hard drive via a comfortable script. The following programmes (amongst many others) are included: PasTex (latest version including 600dpi and Fax fonts), NetBSD (archived), more than 100 top-quality fractals, photographs of many Amiga personalities, several hundred installed programmes, many HTML-pages, CD index lists, FAQs, etc ... There are many software packages on this CD-ROM that are defined to be shareware. The acquisition of this CD does not include any fees or donations that might be necessary. We ask you to send the requested amount (see respective documentation) to the particular author if you use these packages frequently. £9.95



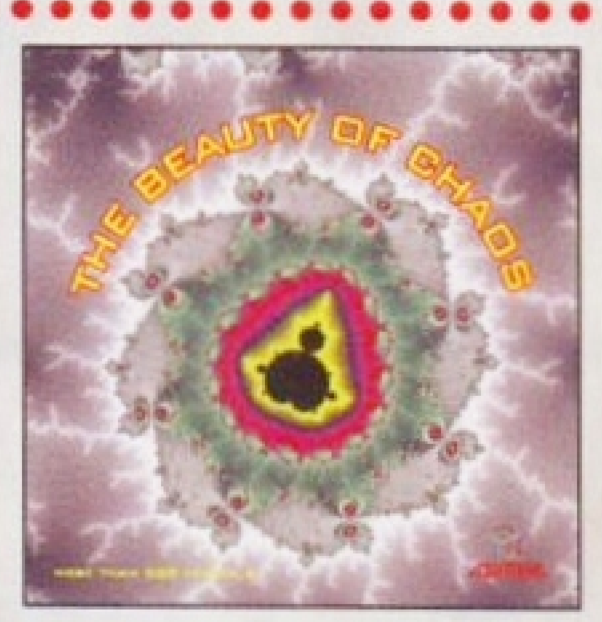
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The Meeting Pearls Volume II contains 650 MB of the finest FD software via a special user interface, which has been created to allow you to find the program of your choice with ease. The contents: 35 MB of selected html-pages - 50 MB graphics programs and data - 15 MB games - 10 MB from "The Party '94" - 13 MB disk, hard disk - CD-ROM and SCSI tools - 19 MB various other tools - 11 MB educational software - 25 MB terminal programs - 25 MB animations, mainly from Eric Schwarz - 40 MB developer tools (e.g. pre-installed compiler (DICE, Oberon, Modula), Commodore-Includes, GUI-Tools) - 9 MB music programs - 10 MB midi programs - 27 MB pictures - 60 MB texts, FAQs, CD contents files, etc. - 40 MB linux for Amiga - 100 MB TeX installation (PasTeX incl. 600 dpi and fax fonts) - 38 MB movie data base - 50 MB archives for Psion - 18 MB modules - 50 MB NetBSD for Amiga, ... £9.95



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All products are available in your local Amiga-shop or through national mail-order-companies

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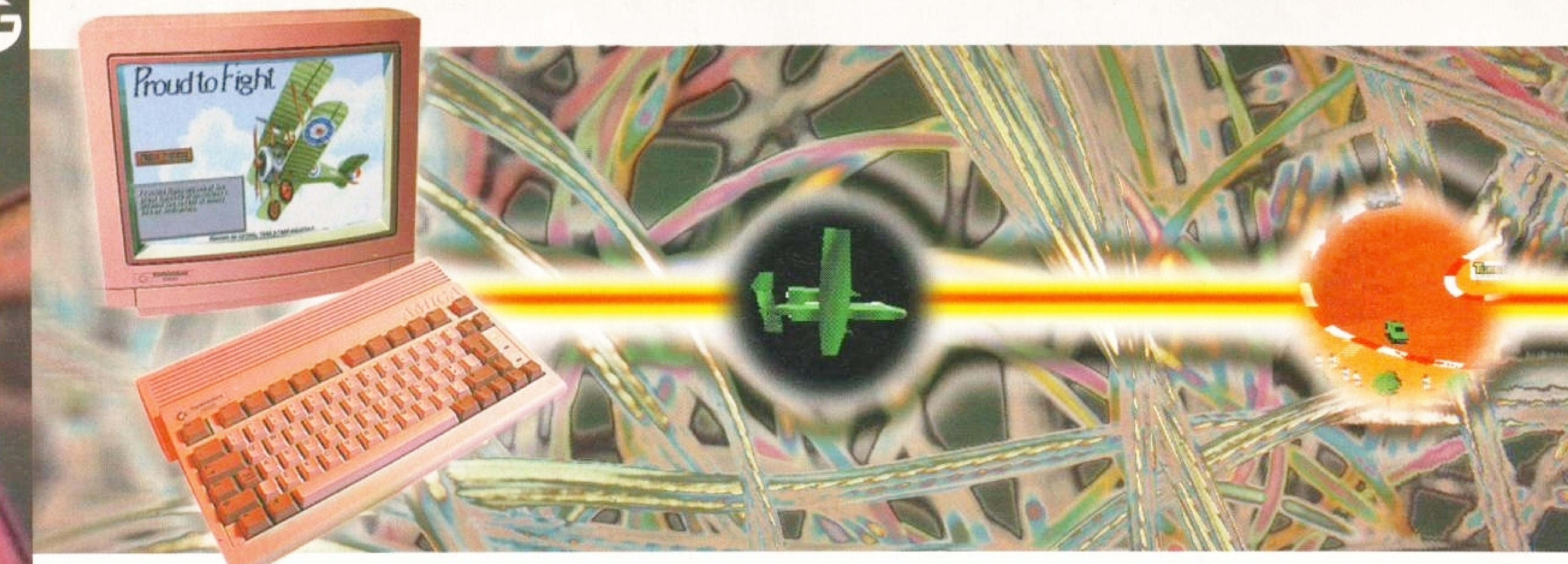






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Multi-player games are the games of the future. Steve McGill finds out how the mighty Amiga brought that future to everyone, yesterday.

MAKE THE LINK

Turn to page 128 for details of our sensational serial link games offer featuring *Stunt Car Racer, Lotus 2, Knights Of The Sky* and a 3m cable – all for under £30!

The future of videogaming

" There are lots of things you can do alone! But, it takes two to tango. "

We broke the exclusive news last month. *Super Skidmarks 2* is the first simultaneous eight-player game to appear on the Amiga. Achieving this sublimely innovative state is simple. Link two Amigas through the serial port, park two monitors beside each other, ensure that everyone is sitting or standing safely, and RACE! Truly, multi-player gaming is the future of videogaming. With the Amiga, that future was here yesterday, it's here today, and judging by the impact of *Super Skidmarks 2* in the *Format* office it's going to be here for lots and lots of tomorrows.

So what are serial link games all about and why do they generate so much excitement in people who play them? As with all the best ideas, it's simple really.

All that's required is compatible software, two Amigas and a null-modem lead. Then, the Amigas will happily talk to one another. In the case of a game such as *Knights Of The Sky*, this communication consists of co-ordinate data concerning the orientation, direction, and placing of objects, such as an opponent's plane, and collision detection; if the bullets have hit the enemy plane, and if so, has that information been passed on? It's that simple. Or that complex, depending on the criteria to be fulfilled by the game's parameters.

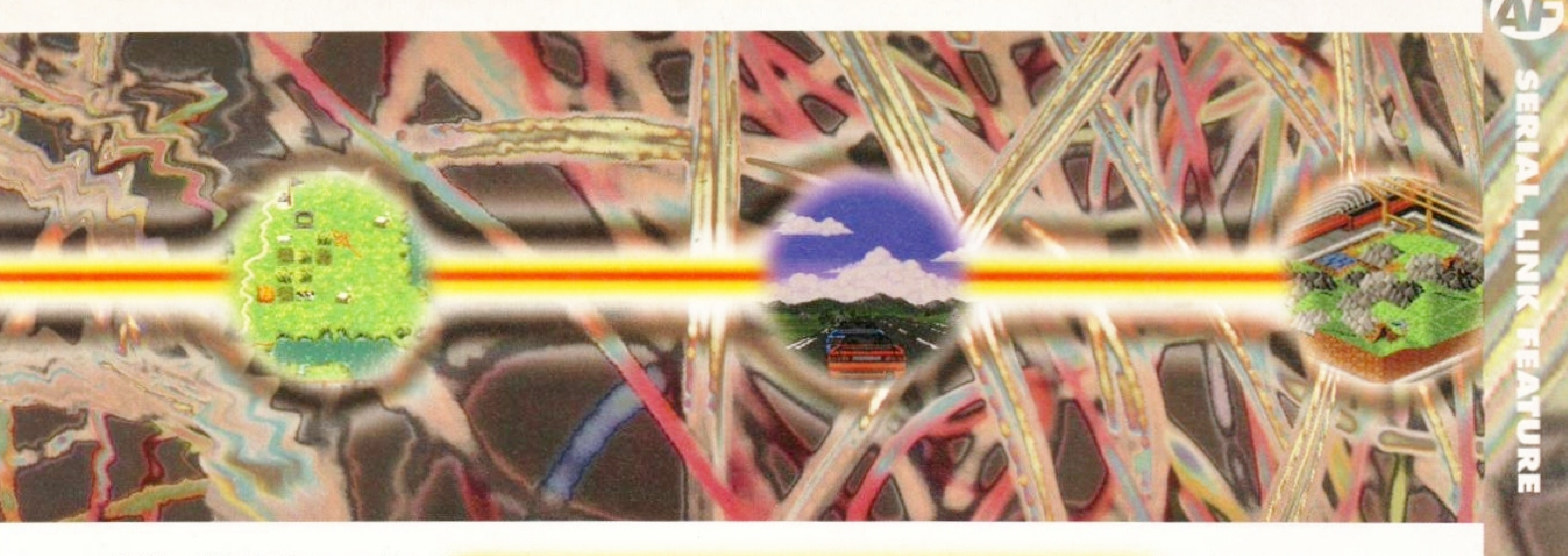
Most surprising is the small number of Amiga owners aware of the potential for fun and sport.

"Multi-player games are the future of videogaming," claims Peter Molyneux of Bullfrog. When Bullfrog games are developed, the serial link option is put in first. "That's how *Populous* was developed. It lets us gauge the ability of each player and makes it easier to decide on the toughness of the computer's artificial intelligence routines," he adds.

LOST OPPORTUNITIES

Considering that *Hunter Killer* was the first ever home computer link game, you'd have thought that the submarine cat and mouse scenario would have been better exploited and expanded on by now. *Subwar 2050* was released by Microprose at almost the same time on the PC and Amiga. We awarded it 84 per cent in *AF67* – the main criticism barring it from a prestigious Gold award being that it didn't include a link option. The ability to send out dummy robot-controlled subs as tactical decoys could have turned the game into the sport of champions. But, alas and alack, it was not to be. Where's the vision? So many opportunities for top serial link entertainment have been missed unnecessarily.

It seems that we're going to have to rely on visionaries such as Acid Software and Team 17 to produce the games that innovative, socialised gamers require and demand. Imagine the selling power and potential of an A1200 *Super Skidmarks 2* and *Alien Breed 3D* serial link bundle. Especially if the A1200 was beefed up with a 68030 processor, 4Mb of RAM and two serial ports as standard.



But the artificial intelligence routines aren't needed when playing against a friend. While I was working in the retail side of the industry a few years back, one of our regular customers asked us to make him a 25-metre serial link cable.

Naturally enough, we asked why he wanted such a long cable. The answer was simple. After talking to us about link games, he decided that he wanted to play *Populous* against his Amiga-owning friend who lived next door. Their bedroom windows faced each other and he had worked out that 25 metres would be long enough for the cable to link up both of their Amigas.

After such a promising start, he started collecting linked games. His circle of friends increased and apparently he's getting shagged every day by excited hot chicks with long legs, big tits and enormous IQs. Those serial links eh?

Hopefully, after taking a look at the various boxouts dotted around this feature, you'll be champing at the bit to get connected and get playing. If you haven't already indulged in the sublime world of linked games, check out the box that shows you how to make a cable for yourself. Grab a compatible game – *Stunt Car Racer* is as good a start as any – and get competing.

It's also worth bearing in mind that *Super Skidmarks 2* is out there, in the shops, right now, waiting. *Alien Breed 3D* is coming to an Amiga near you soon. Details are scant, but it looks as if there may be a split-screen option which means that four people will be able to compete on the link.

Remember, consumer power is only ignored by companies suffering from marketing myopia or PC market blindness. Multi-player link games fire the imagination and competitive instincts of all who play them. Even the previously unconvinced. Show the software houses it was no accident that Amiga games were the biggest sellers last Christmas. And with more serial link games that market can only get bigger.

The last word goes to Mark Sibly from Acid Software: "The future of games lies in the direction of multi-player experiences. We're not the sort of types that go home and play games in our bedrooms by ourselves. We like the ego involved with competing against other humans..."

Truly, that is the future of videogames. Amiga owners are already there. So, see you tomorrow if it ever decides to come.

Continued overleaf ➡

■ We're not the sorts of people who go home and play games in our bedrooms by ourselves.

Mark Sibley, Acid

BATTLE OF THE SEXES

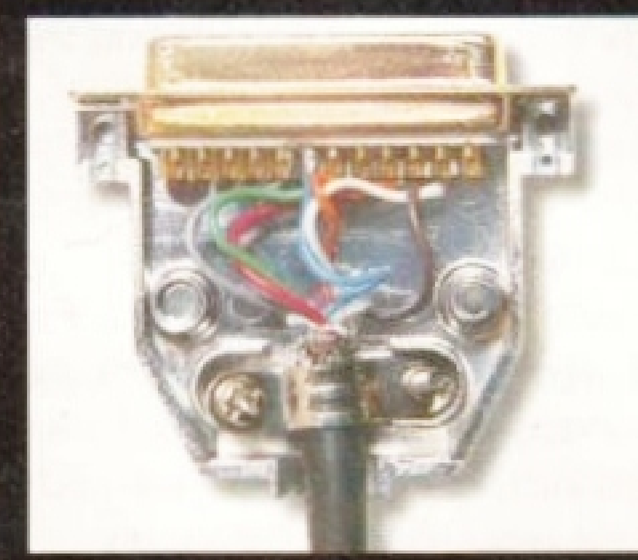
It's not quite clear why more women don't play computer games. Research hasn't been conclusive but several theories have been put forward ranging from the outrageously sexist, to the plainly ridiculous.

The most plausible reason is that computer gaming is generally perceived as a solitary, obsessive, male geek affair. And women, more so than men, tend to prefer communicating about things that don't involve computer games.

But the reason women don't play computer games is certainly not because they're less competitive by nature. Introduce your mother, sister, wife, fiancee or girlfriend to a game such as *Lotus 2*. Let them practice until they achieve proficiency and then challenge them to a race. Watch several cultural inference sociological power complex theories dissolve as you find yourself crumbling underneath the weight of their new-found skills.

And don't accept any excuses for defeat. Computer games are a neutral medium that don't rely on any particular attribute peculiar to men. If you beat them, it's because they're crap. So rub it in.

MAKE YOUR OWN CABLE



Here's one we made earlier.

Because a 1.5m Amiga link cable can cost £12.95, we thought that you might like to make your own.

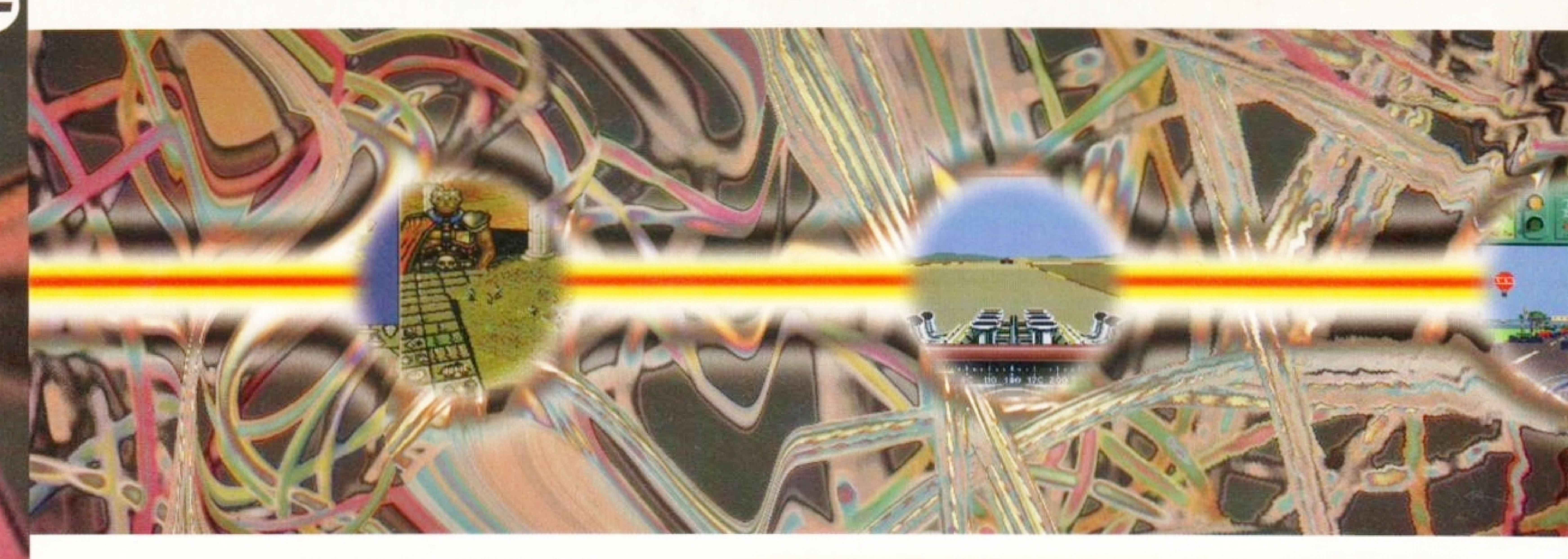
Buy a couple of 25-way D connectors and a length of three core cable that suits your needs. Solder an individual core to pins 2, 3 and 7 of one of the 25-way D plugs – we'll call it Plug A. The next bit is the tricky bit. The cores still requiring soldering should be soldered so: solder the core on Pin 2 of Plug A to pin 3 of Plug B. Pin 3's core on Plug A should be soldered on to pin 2 of Plug B. Pin 7 on Plug A solders on to pin 7 of Plug B.

IN THE BEGINNING

***Hunter Killer* by Protek on the ZX Spectrum was the first home computer game to feature a serial link. And at the time it was truly revolutionary. Realised by plugging two Interface One's (a peripheral that let the Spectrum control Sinclair Micro Drives) into a couple of Spectrums respectively, *Hunter Killer* hinted at the potential of what was to come.**

The player controlled a World War 2 submarine placed about 20 miles away from the opponent's sub. Tracking the movements of the other sub with sonar and then blowing the enemy out of the water was the order of the day. Although tricky and incredibly buggy (the subs only travelled at about 12 knots max and sometimes when closing on the opponent, the game would inexplicably crash) the tension undergone while hunting and fighting was incredible. To win, all of the classic submarine manoeuvres had to be engaged in; clearing the baffles and 'grey knuckling' for example.

A true classic in every sense of the word and a game that should go down in the annals of gaming history.



← Top 10 Link Games

Lotus Turbo Challenge: Two, three or four players can compete against one another. If only two choose to compete, the screen isn't split meaning that you can't take furtive, sneaky glances at the opponent's position.

Linking between an A1200 and an A500 or A600 is perfectly possible and definitely recommended.

Super Skidmarks 2: The most innovative use of the link so far. With two linked monitors placed together to form a panoramic view of the racing track, the full complement of eight cars can all be controlled by individual players. The best fun you'll have in a time period that's longer than a very long time. Alternatively, up to six players can race against each other using the split-screen option – three players to each Amiga. Tremendous.

Linking an A1200 with an A500 or A600 is actively encouraged, although you're limited to using Lo-Res and four cars, but hey even that's the bee's knees. Check it out.

MARKETING MYOPIA

It's every marketer's dream to stumble on an USP (Unique Selling Proposition) and a rich potential market – a niche in an already well-established market that's going through a rough patch at the moment. Amiga serial link games would seem to fulfil those requirements, so why aren't there more of them?

Claims have been made that the market isn't there – "... they've never caught on because most people only have access to one Amiga," said Jon Hare of Sensible Software. But that isn't true any more. For instance, most houses in Britain have a second television of some kind, usually a portable. Round about 50 per cent of Amiga owners also own a monitor.

Buying another Amiga isn't going to set you back a great deal of money – second-hand A500s can be snapped up for around £100. Think of it as another peripheral, if need be, but think of it as a purchase that will greatly enhance your present home entertainment set-up.

And competition is supposed to be soothing for the soul. The character of the fellow competitors shines through while they compete. Styles are developed, strategies decided on, tactics adopted.

Now, it might seem like we're being overly grand, but where, for the price, are you going to find such wholesomely gratifying entertainment, a virtually real journey into the performance envelope of your competitive instincts? Not many places we'll wager.

Knights Of The Sky: Probably my favourite serial link game of all time. Although now it's probably more like equal first with the new *Super Skidmarks 2*.

The planes are slow enough to remain in the enemy's sights throughout the game, unlike with jet fighters where you can seemingly, and almost anonymously, take out an enemy from several hundred miles away.

Odds can be evened and ace flyers handicapped by giving them crap planes, and due to the ability to land on an airfield and re-arm and repair the plane, truly gargantuan ace-to-ace battles can take ages. Bandits at 12 O'clock Ginger.

A1200s and A500s can talk to each other, although the A1200 slows down to the A500s slower speed.

Falcon: Sadly not available for purchase any more, *Falcon* could be played between an Amiga, an ST, or a Macintosh. The PC wasn't included because PCs weren't good enough to handle the number of colours and the speed of the game.

Not as much fun as *Knights Of The Sky* on the link due to the lack of actual dogfighting taking place. It's all Electronic Counter Measures and Fire And Forget weaponry, but nevertheless, it's perhaps the ultimate combat arena to step into. At least 7,000 hardened veterans regularly play *Falcon* on subscriber-only multi-player game network FighterNet in America.

Stunt Car Racer: The first 16-bit linked race game I ever played. Caters for two players at a time only. But using the leagues and the league tables, you can have up to 16 human drivers striving for dominance. Wild, wacky and weird, A *Stunt Car Racer* session is worth organising a party around. Special prizes for the outright winner and small prizes for the holders of the best lap time.

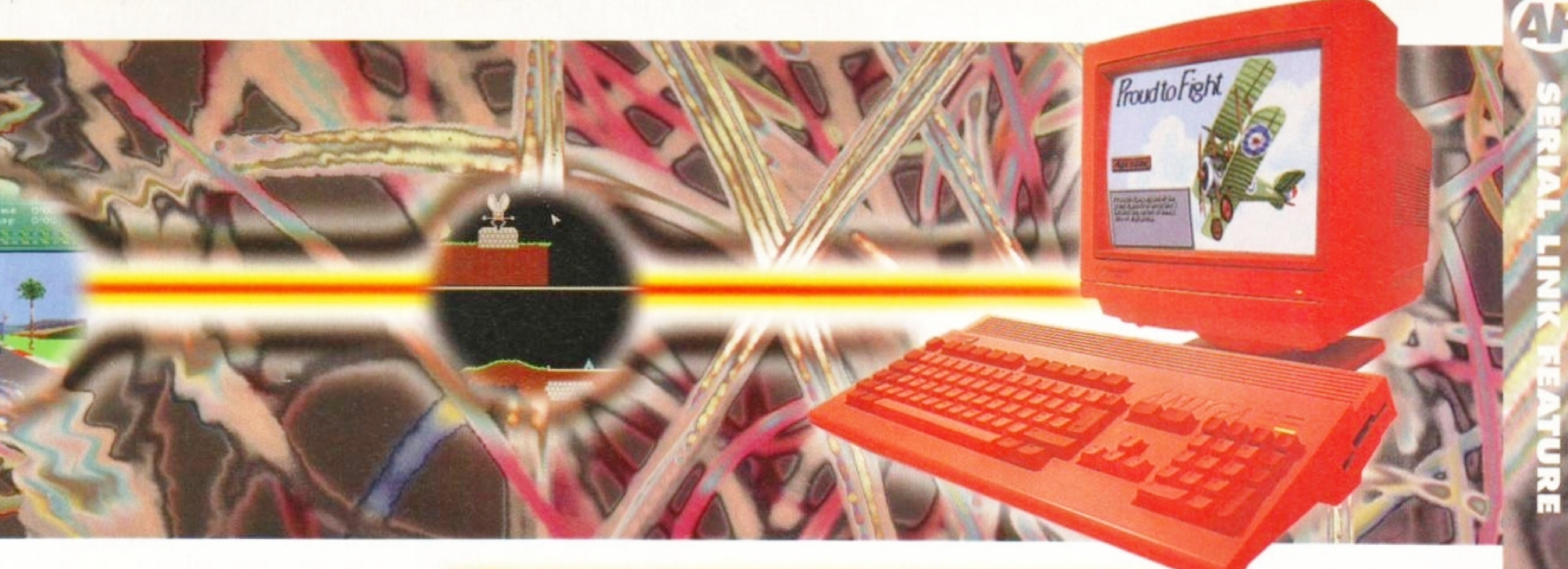
Top linking fun too. Best played between two A1200s for the increased

THE ARCADE EXPERIENCE

Walk into any up-to-date arcade, and you'll be struck by the number of machines that are connected to one another. *Daytona, Virtua Racer, Cybersled, Steel Talons* and *Suzuka Eight Hours* to name but a few of the more popular ones.

Spend some time watching the faces of the people competing against each other – adrenalised excitement, fervour, concentration and intense competitiveness is etched in every expression. Even the people pretending that it's all a big joke, pretending they don't care whether they lose or win, grimace and curse when a mistake is made that endangers their current position.

If people have an in-built will to win, a desire to destroy, a hankering to humiliate their fellow man (or woman) at whatever game/sport happens to be taking place at the time, link games give expression to those urges. Ask the manager of the *Trocadero* in London which games bring in the most money. He'll point to the rows of machines that let people compete against each other, and then he'll rub his hands together.



running speed, *Stunt Car Racer* is one of the most versatile linkers.

A500s, A600s, Atari STs and Atari Falcons can all talk to each other. So, if you happen to have 50 pence and four fruit salads available, try and get hold of a second-hand ST. Unfortunately, this means that you'll need two copies of the game. But that's a small price to pay for such a rewarding experience.

Tornado: More complicated and realistic than *Falcon*, this is for the true die-hard flight sim pilots out there. Haven't played it much due to the mind boggling number of options that have to be attended to.

Gravity Force 2: Now there's no excuse for not at least trying out linked games to see what all the fuss is about. This was our Public Domain game of the month in *AF70*.

A *Thrust/Oids* derivative, this is out-and-out combat with lots of top weapons to help you send your opponents to cyber hell. Glitches in the timing means that you have to use two like Amigas, that is two A1200s or two A500/600s.

Populous 2: The ultimate god game earned itself 95 per cent in *AF30*. There's something worryingly more gratifying in the sure knowledge that you're killing someone else's followers rather than those of a mere computers.

With the full range of options available, this is truly a game of individual style, character and intellectual might. *Populous 2* is best played in different rooms so you can't see what your opponent's doing – such is the urge to take a crafty look at what they are up to. In Itsibachi in Japan, tower block dwellers have *Populous* installed in multi-link consoles so that whole floors can play against each other.

Powermonger: A very similar, but even more aggressive experience than *Populous 2*, *Powermonger* satiates a lust for death and destruction that can only legally be indulged through the medium of the Amiga.

Vroom: This excellent racing game isn't available any more (so keep your eyes peeled for a second-hand copy), but reincarnation does exist in the form of *F1*. For some inexplicable reason the link was taken out of *F1*. To compensate, a split-screen option was put in instead. Close to *Skidmarks* for thrills. Linking it would mean that four players could participate. How about it Domark?

THE THINGS PEOPLE DO

One of the most fascinating aspects of an eight-player game of *Super Skidmarks 2* is the temporary relationships struck up between players. Several journos from Future magazines dotted around the computing division took part. Most of the conversation can't be repeated here. But if I had a quid for every time I was called a "Scots git" I'd retire tomorrow.

One memorable occasion witnessed a competitor from a sister games magazine with 'brattitude', call me a "vicious Scots b!!&d!" Or euphemistically speaking, an inspired Caledonian of superior driving quality and illegitimate parentage – untrue and dangerously libellous. All that from an opponent who is allegedly an anti-racist liberal. Tsk tsk, and eat my dust, loser. The same 'liberal' conspired to help a fellow journo win by waiting for me at the crossroads and bashing into my car. The return match awaits.**

■ At least 7,000 hardened veterans play *Falcon* on the FighterNet network in America.

CROSS PLATFORM SHENANIGANS

It's not only Amiga-specific games that can be played on the link. The crux of the matter is the serial data swapped between both machines. In effect, the games can be played on independent platforms. For example, the first link games I played on the Amiga were *Falcon* and *Stunt Car Racer*. But I didn't own two Amigas. So how did I do it? Simple.

Well, one of the machines was an Atari ST. OK, so you had to put up with lousy sound from the ST, but the intensity of competition between two players was phenomenal. It also increased the number of available doors in my search for like-minded individuals against whom I could pit my driving and flying abilities.

The potential even exists of linking up with PCs. Or what about linking with the consoles? If you take a look at our news pages, you'll see that Codemasters are showing an interest in publishing *Super Skidmarks 2* on the Mega Drive. Given Codemasters' track record for hardware innovations and their belief that multi-player games are, "the way forward" why not build in a serial port so that Mega Drive links can be made?

Does it make financial sense for developers to treat the Amiga as an afterthought when there are so many of us open to new ideas? We know the answer, convincing developers less tuned in than Acid is the hard part. But you can do it.





***Death Mask* (above) could have been and *Alien Breed 3D* (left) is a serial link game. But in theory any two kinds of computer can be linked, and any suitable game played across platforms.**

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SCREEN PLAY



Super Skidmarks 2

Possibly the best driving game ever seen on the Amiga.
page 44



TFX: An *Amiga Format* Gold award goes to *Tactical Fighter Experiment* – a fabulous flight sim.

AMIGA FORMAT

WHAT A BLAST!

I'm sure you've already had a blast with our fabulous Coverdisk demos – our apologies if you haven't got an AGA machine, but when a game like *Alien Breed 3D* appears we feel duty-bound to ensure that our readers get the first chance to try it out. I'd be interested to hear your comments on our game demos. Which have you liked best? What sort of games would you like to see in the future? The response to the *Detroit* demo was fantastic, and back in '93 the *Second Samurai* levels proved very popular. Drop us a line. After all, it's your magazine.

And what about our reviews? Have you gone out and bought a game on our recommendation and vehemently disagreed with us? We don't receive many letters about the games section – I'm not sure whether that is a good or bad thing. Talk to us!

It's about time we found out your all-time favourite games. Jot down your five top Amiga games on a postcard and address it to, My Five Faves, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW. Try and get it to us before the end of May and we'll publish the results as soon as we've worked out what's what. Go on, make the effort.

STEPHEN BRADLEY

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible, and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+%
The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly-prized rating there is.

80-89%
These games are very good, but due to minor flaws are not the finest examples of their genre.

70-79%
Good games which are worth buying, especially if you have a special interest in a game type.

60-69%
Average releases with limited gameplay and appeal. Games in this category tend to be flawed.

50-59%
Below average games which are unlikely to impress your mates or your wallet. Avoid.

40-49%
Overwhelmingly poor quality games with major flaws and appalling gameplay.

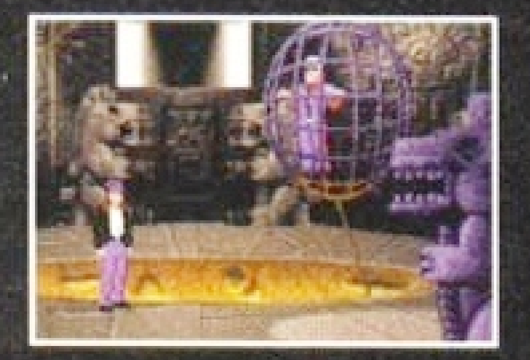
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IN PREVIEWS THIS MONTH ARE...

VIROCOP p37
The latest offering from Graftgold promises to be a blast. And with four game types to choose from there should be something for everyone here.



VIROCOP: Four game types in one!



AMAZON QUEEN: A point 'n' click adventure.

REVIEWS



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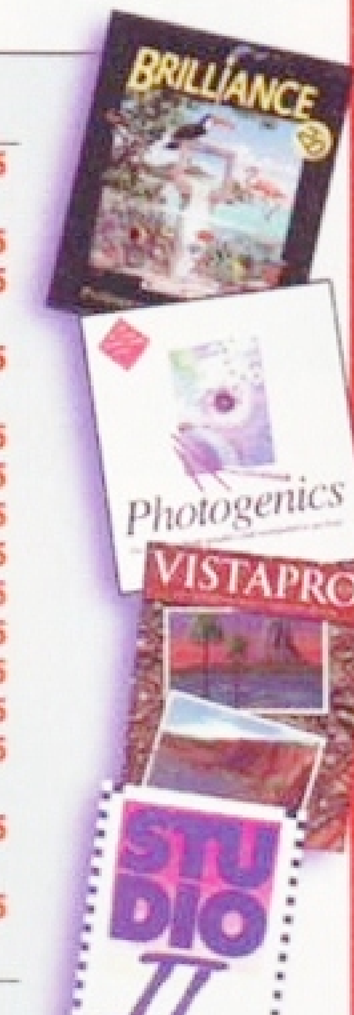
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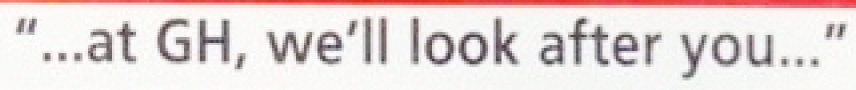
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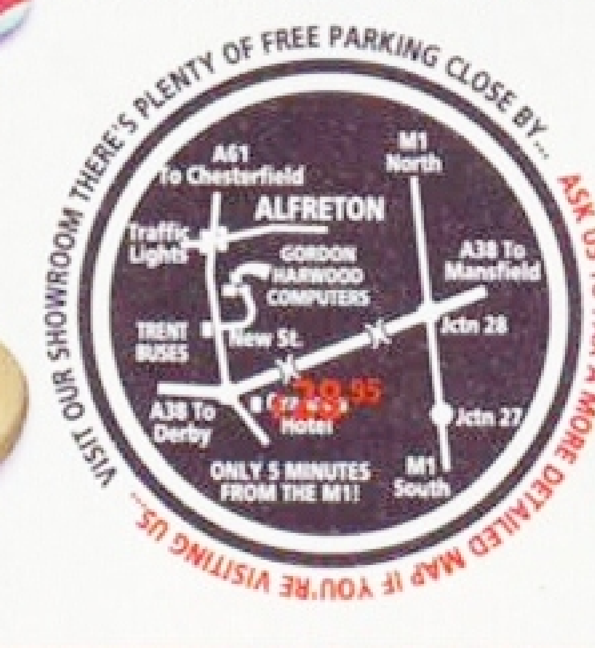


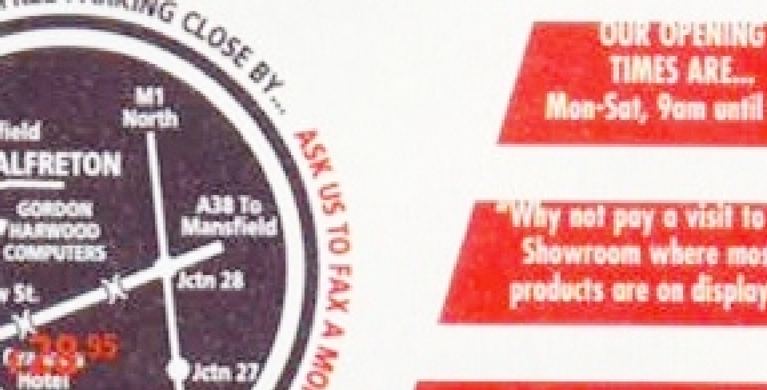
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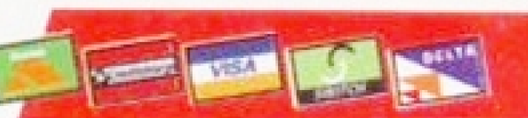
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There are a whole host of Amiga games in the pipeline. Stephen Bradley takes a look at the latest batch that he got his hands on...

Previews

VIROCOP

Renegade 0171 391 4300

Graftgold's last Amiga game was the woefully underrated *Empire Soccer*, officially the SECOND BEST ARCADE FOOTBALL GAME EVER. They've also written some of the best Amiga games ever including *Uridium 2*, *Fire And Ice* and *Rainbow Islands* and the team includes one of the few well-known games writers, Andy Braybrook, a man an ex-*Amiga Format* editor once accused of killing pop music.

Graftgold's latest game is *Virocop*, a forced-perspective 3D platform-cum shoot-em-up (*Chaos Engine*-style). Pop axeman Braybrook explains. "When we first started on *Virocop* in July '93 it was originally going to be a tank game but the programmer left, another one came along and things changed. We generally design games as we go along anyway so myself, John Kershaw and Steve Turner have all added bits here and there.

"We were originally going to call it *D.A.V.E.* but then a film came out with the same name so we decided against it. D.A.V.E. is the character and the letters stand for Digital Armoured Virus Exterminator. The idea is that there is a virtual holiday theme park called the GameDisk and each vacation represents a different game genre. Viruses have gotten into the genres and our D.A.V.E. chappie has to go in and eliminate them."

Rock's slayer, again. "We've put in four worlds – sport, platform, military and shoot-em-up and we've added a bonus adventure level for the A1200 version. The action relates to the particular game genre so on the sports level you may be wandering along a golf course and suddenly you come up to the edge of a snooker cushion – it's quite surreal. The viruses are sports-related so you might find yourself by a tennis machine or a baseball bat".

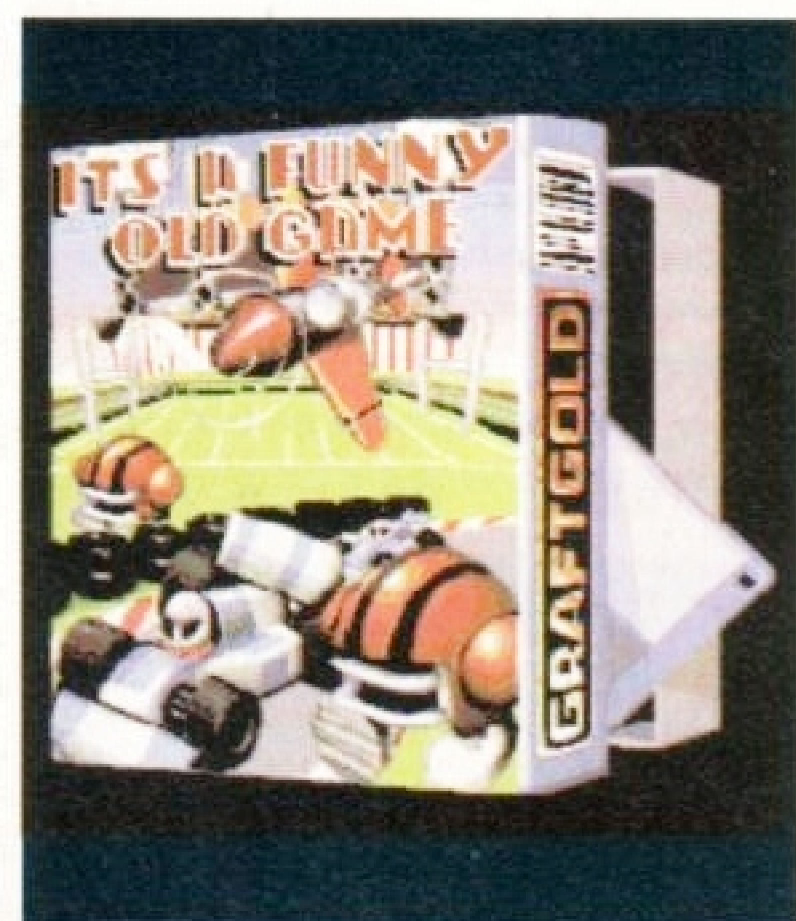
Virocop promises to be a blast. Indeed, you can judge for yourself next month when we bring you a huge Coverdisk demo. You can't say fairer than that, although someone always does, just to be really funny.



How unfortunate. Our hero seems to have bitten the dust, well, he's been blown to pieces to be more precise. The big N stands for nuked. Probably.



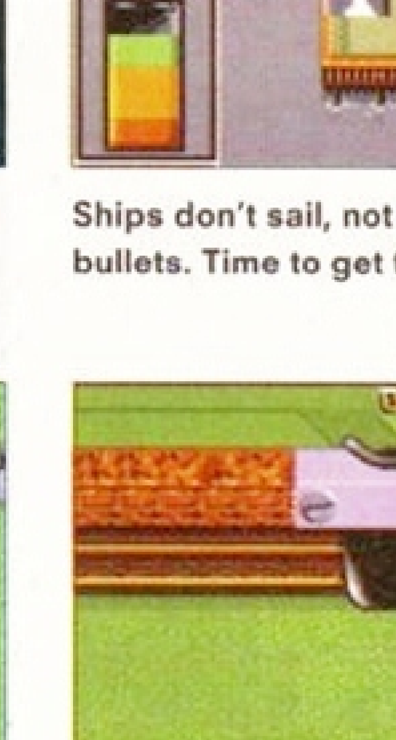
Options, options, options... But where's the chocolate flavour?



And indeed it is. *Virocop* does promise to amuse. Ha, ha, aha, hey, hum...



Ships don't sail, not in these gails. No they just bombard the poor little fella with bullets. Time to get the heckety-heck out of there.



I've just blown in from the Windy City... Too bad I can't stay. It's mighty purty, though.

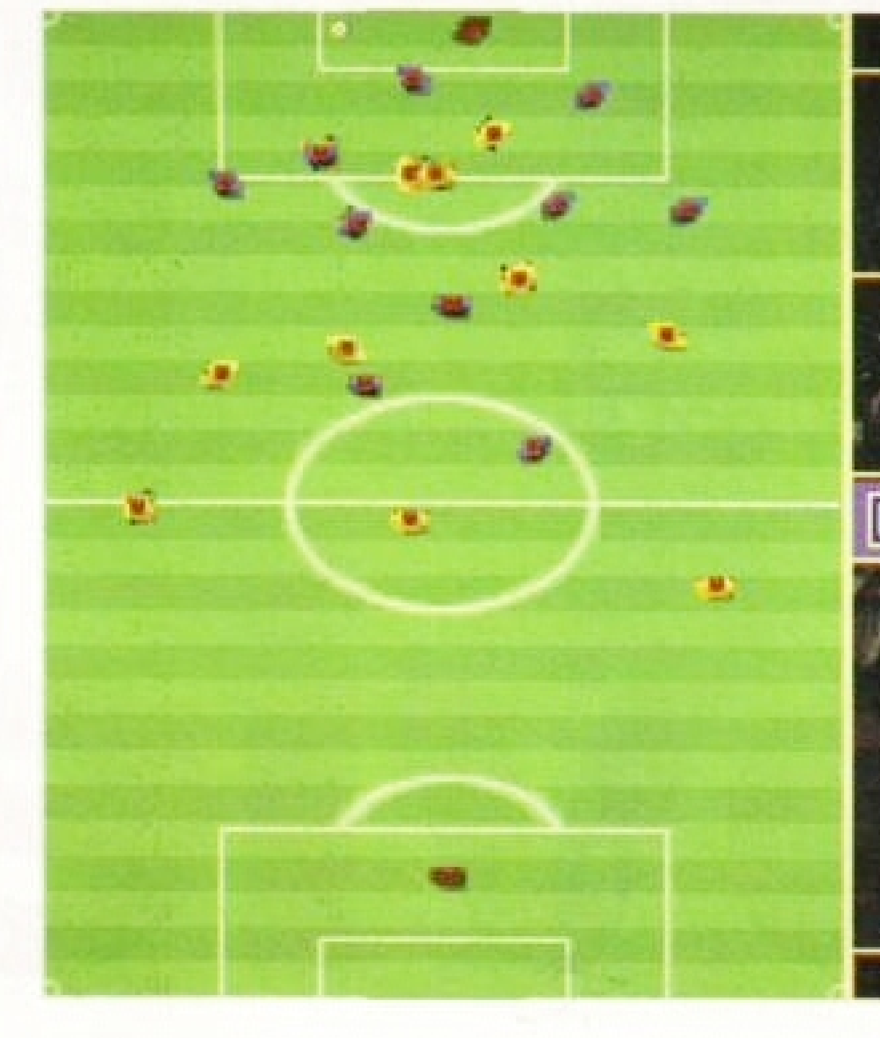


This seems to be some bonkers snooker-come-gymkhana world. Where's my pony?

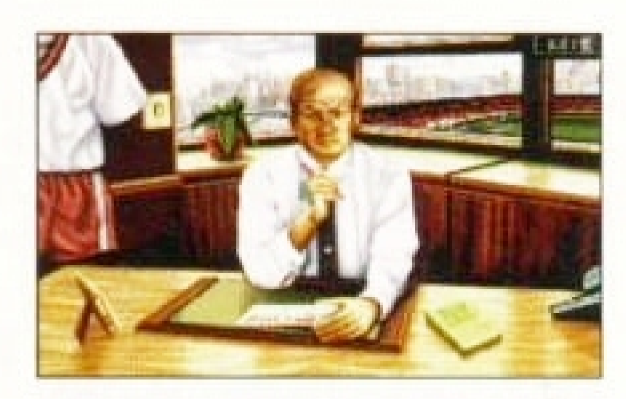
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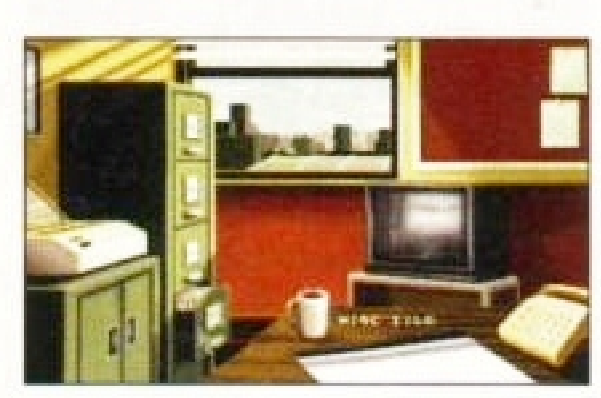


ULTIMATE SOCCER MANAGER: "How can I help you?", smiles the bank manager. He leans back contentedly in his leather chair, safe in the knowledge that the future of your football team is in his hands. He looks bit like Graham Kelly, doesn't he?











ULTIMATE SOCCER MANAGER: You can shuffle the mouse across the screen and see the people make funny little facial expressions. Pretty cool, huh?



ULTIMATE SOCCER MANAGER

Daze Marketing 0171 372 7435

Two hundred years from now, when future folk dig up time capsules and fish out an old Amiga, they will cry, "blimey, that's the football management computer. Dozens of the games used to be released every month and people still bought them. And then the Great Bung Scandal of Summer '95 came, and football managers went underground, leaving a trail of cigar stubs, sheepskin coats, gold jewellry and cliches for FA investigators to follow."

So, Andrew Prime of Impressions, programmer of *Ultimate Soccer Manager*, why another football management simulation? And will *USM* be more interesting than that other USM, the Unlisted Securities Market?

"Up to now there's been a definite element of reality missing from the matches in other football management games," said Andrew, Screens tend to be full of figures, and look more like spreadsheets than a football match. This was our main motivation when we set about producing *USM*.

"We wanted to watch matches where you can see your players moving over the pitch, where your team is strong and where the opposition are dominating. We wanted to see a game where the manager is genuinely involved, watching the action and making decisions all the time – which directly affect the course of the match. This is what we have done with *USM*."

The competition is strong, though. *Premier Manager 3* has been a major player in the past few months, *Tactical Manager 2*, Anco's *Player Manager 2* and ANOTHER version of *Championship Manager* are doing, or are shortly to make the rounds. Is *USM* going to significantly differ from the midfield melee, Mr P?

"We have added some unique factors to *USM* to make it stand out. It is much better looking than other management games. It has the unique feature of showing your stadium and buildings grow as you spend more money and develop your ground. The matches themselves are far more involving than in other games and of course there is the matter of bungs, bribery and rigged matches. You won't find this in any other game."

Andrew claims Arsenal manager George Graham has been the inspiration in making *USM*. Andrew Prime is a Spurs fan. Publishers Daze Marketing will be 'Big Ronning' for the opposition in the next month or so.

POWER HOUSE

Daze Marketing 0171 372 7435

Impressions are best known for their strategy games and indeed, one of *AF*'s most popular ever Coverdisk demos was their point 'n' clicksome car management game *Detroit*.

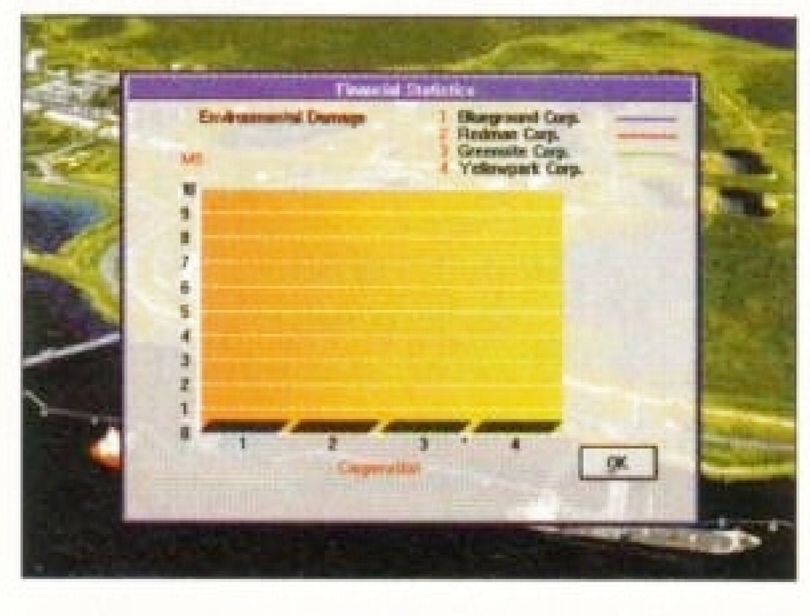
Their latest strategy game is *Power House*, an exercise in corporate global domination. You lead a large energy corporation (well, you will if you buy the game when it comes out), battling against three other giants in an attempt to create an enormous business empire without shafting the Earth. Negotiating, extracting, deploying teams of workers, leaning back in your leather chair with a satisfied grin – you name it, *Power House* has got it, apparently.

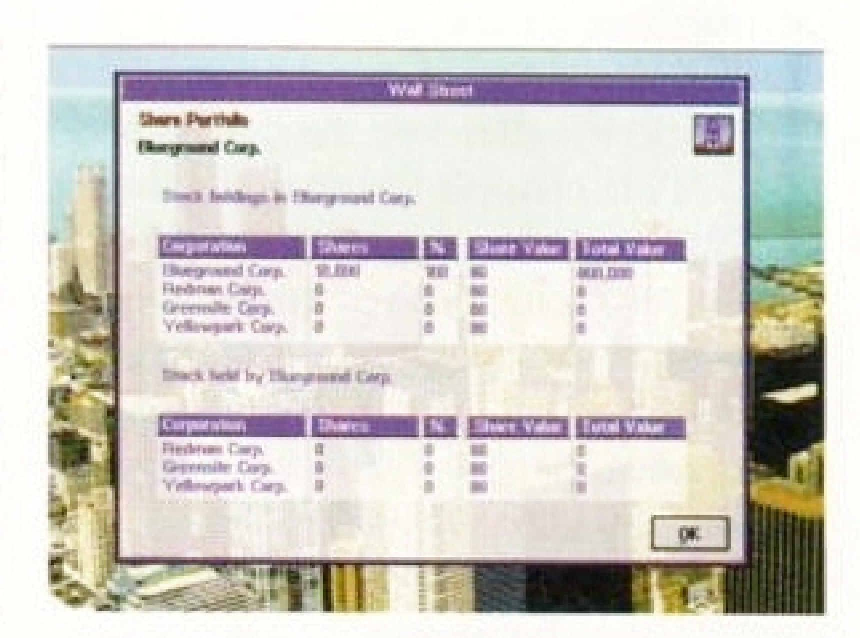
Expect to spot a box on a shelf in June with words Power and House on.

Continued overleaf ➡



POWER HOUSE: Bearing little resemblance to *Bubble Bobble*, *Power House* is a simulation of corporate global domination. Save the Earth and make a million. Or two.









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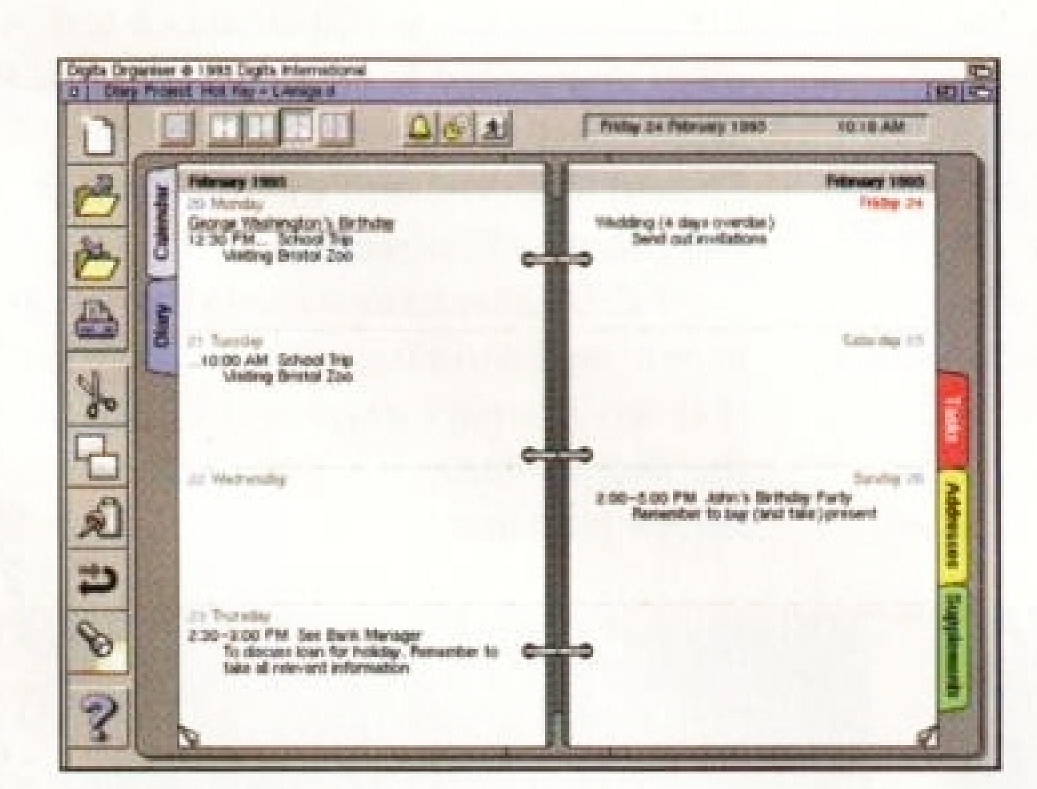
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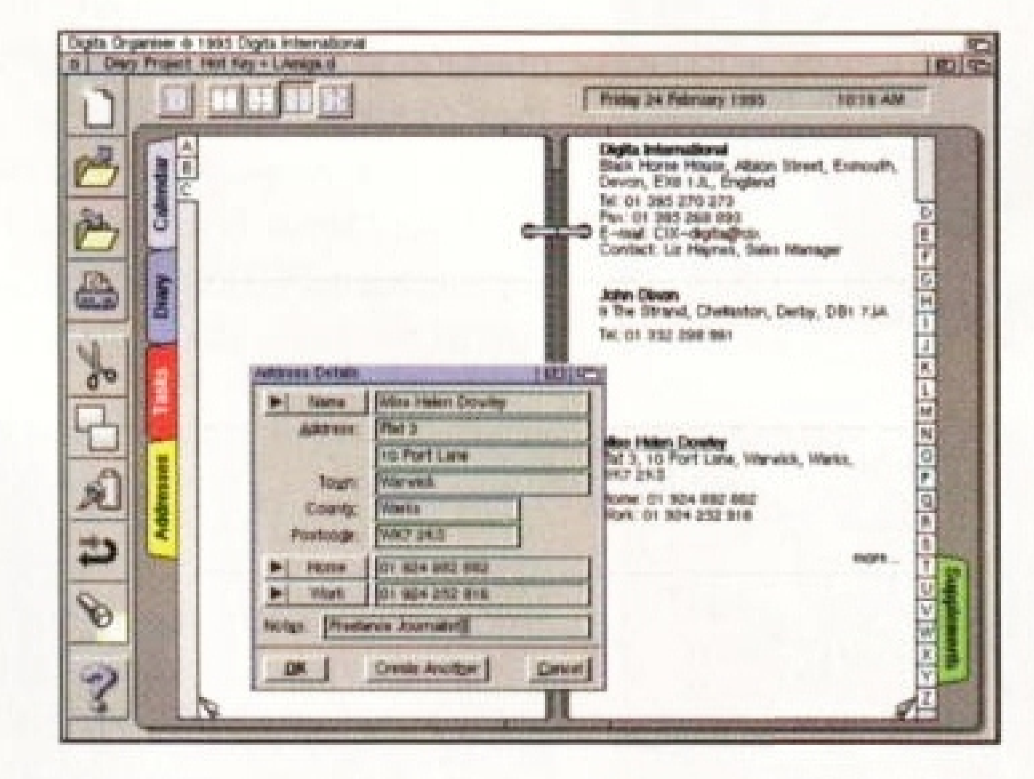
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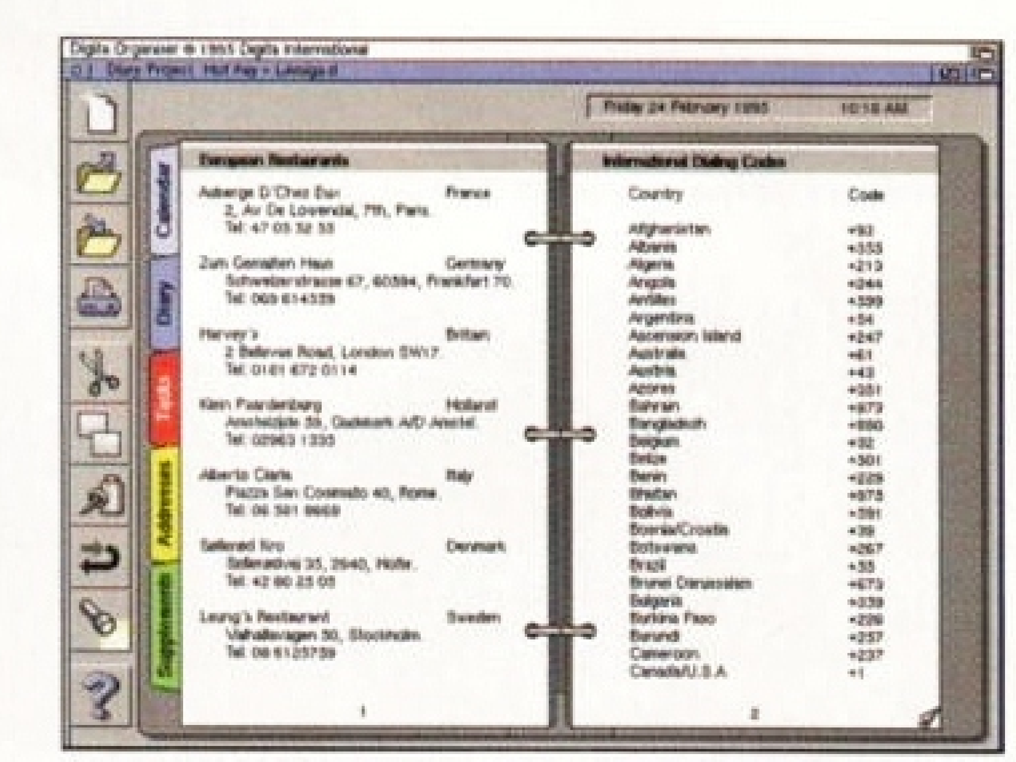
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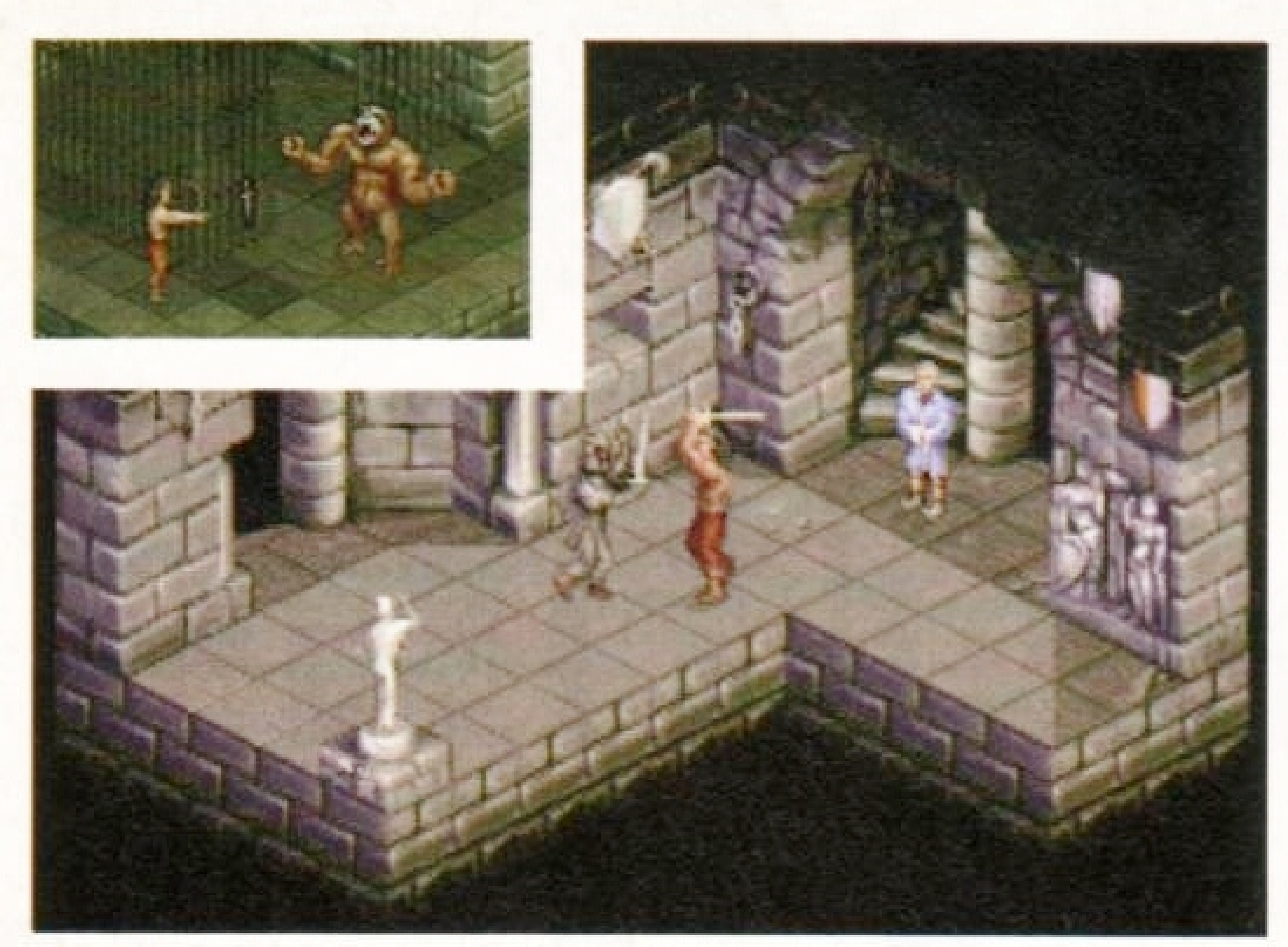


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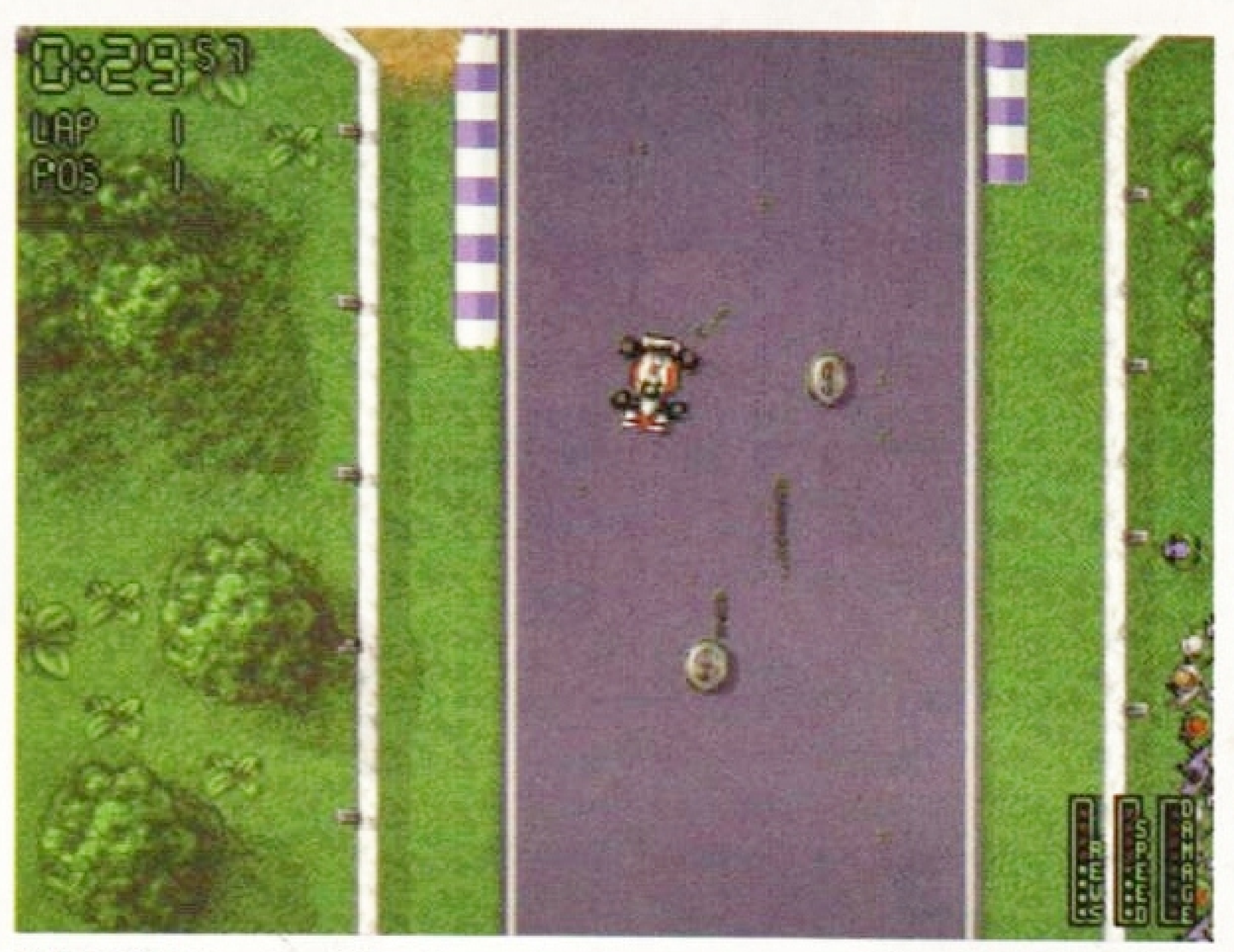
for the Amiga







CONAN THE CONQUEROR: It's 1066 and William's brother's mate's pal who was in the film with Arnold Schwarzenegger is in a computer game. That's right, isn't it?



TURBO TRAX: It's a viewed-from-above racing game with diddy cars. And you can pick up dollars along the way and spend them in the shop to UPGRADE your car. Now there's a novel idea.

OBSESSION

Unique Development
(46) 11126620 (Sweden)

Unique Development Sweden have gone two further than Arcane in their pinball quest. They've named the game *Obsession* AND released it on the ST (that's the Atari thing) to a perfectly glowing review and come May the Amiga conversion will be complete.

The A500 version has four tables: Aquatic Adventure (underwater antics, featuring Bobby Bubble), X-ile Zone (futuristic combat), Balls And Bats (baseball) and Desert Run (car rallying) and an A1200 upgrade will feature an extra table and multiball.

← TURBO TRAX, CONAN THE CONQUEROR, THE PINBALL GAME WITH NO NAME

Arcane Software 0181 656 7459

The heels of Team 17's *ATR* and the quite remarkable *Super Skidmarks 2* are hot, for Arcane Software are preparing to unleash *Turbo Trax*, a top-down viewed, titchy car racer. We were hoping to bring you a comprehensive review this month but the game is still going through the tweaking stage, so next month it shall be.

Twenty-five, apparently gruelling courses are included set over five terrain types (slippy ice, cities and deserts – you know the sort of thing) and there are five opponents to pit your wits against. Along the way, you can pick up coins and things on the track whereupon you can UPGRADE YOUR CAR. Now there's an idea. You can also drive over the turbos on the tracks (Turbo and Trax) which increase your speed considerably, although if one isn't careful one will find oneself off the track. Our test drive takes place shortly.

But Arcane are not only going racing, for they have both *Conan The Conqueror* and pinball stuffed up their sleeve, leaving no room for tissue should they snuffle unexpectedly. Some of you will no doubt know that the *Hiburia Chronicles* are the series of Conan books and apparently, knowing the novels could well help in your quest to complete the game should you choose to purchase it upon release.

The perspective is of the marvellously fashionable isometric 3D variety and it will be a bit like *Darkmere* where you wander around castles and dungeons looking muscular. *Conan The Conqueror* is the title and shelfbound it shall be in the merry month of May.

Arcane's pinballfest is presently without a title as is a helicopter game they're working on which I neglected to mention in the last paragraph. Oh, they're also doing a *Bomber Man*-style game, too. Anyway, to the *Pinball Game With No Name*. Four tables, optional split-screen multiball enabling you to see all the balls all the time ("you get used to it", says Steve from Arcane), hi and low-resolution screens, whirlpools, spinners, magnets, kickouts, captive balls – you name it, the *Pinball Game With No Name* reckons it will have it. Whether it can take on the might of 21st Century's *Pinball Illusions*, only many hours spent pottering around with it in the *AF* office will tell.



FOTAQ: If this was Indiana Jones it'd be called *Indiana Jones and The Flight Of The Amazon Queen.*

FLIGHT OF THE AMAZON QUEEN

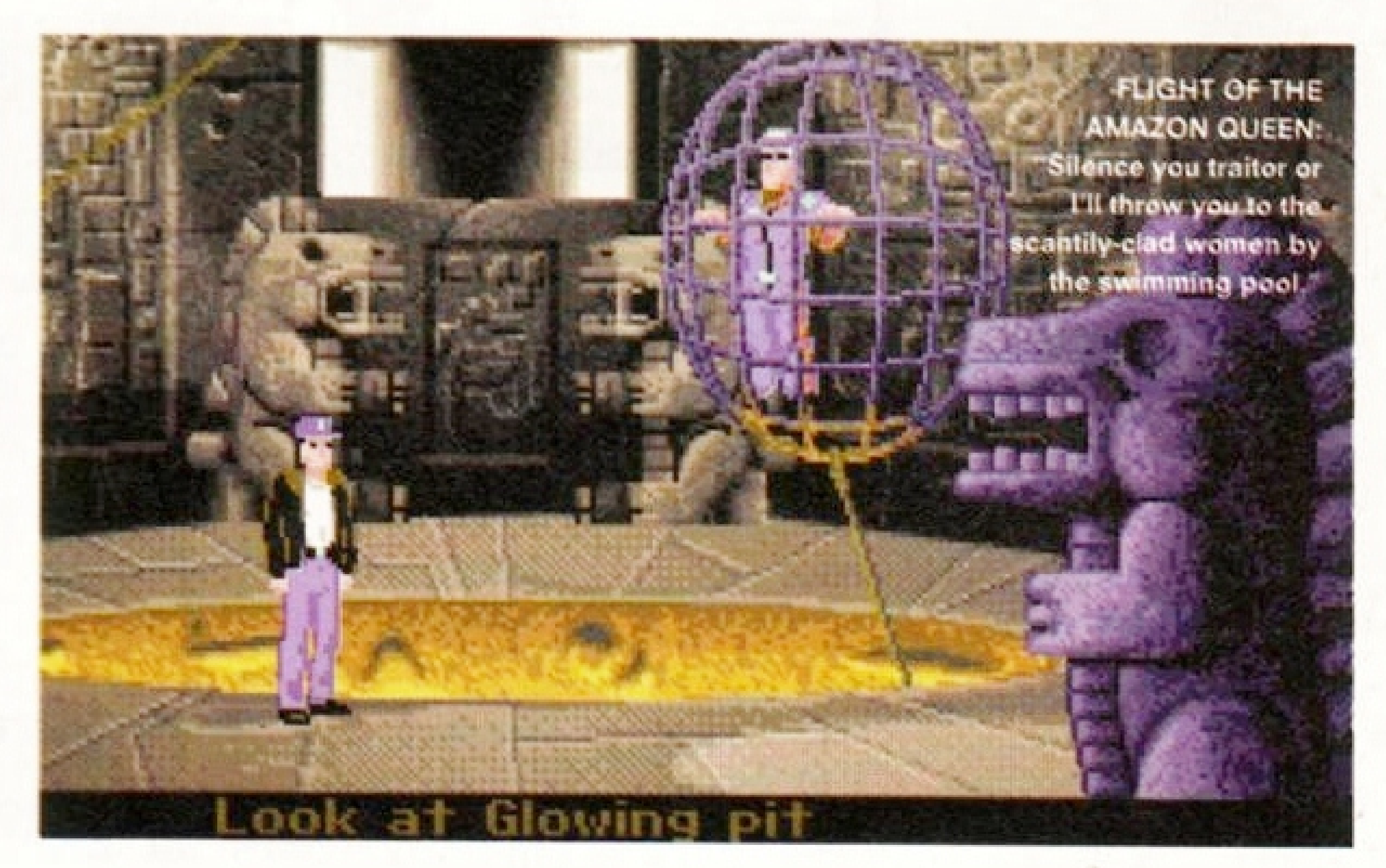
Renegade 0171 391 4300

Flight Of The Amazon Queen panders not to the shoot-em-up genre, instead concentrating its strengths on the point 'n' click graphic adventure. Set in 1949, it enters the world of pilot, Joe King, and publishers Renegade claim it to be, "an irreverent pastiche of the adventure serials that were popular in the 1940s." Included are some 100 locations and 40 other characters to catch up with as Joe attempts to thwart the evil Dr Frank Enstein (chuckle) and win the heart of the beautiful Princess.

FOTAQ features a panoramic map screen and cut-away sequences to add that fine dramatic edge and should be in the shops shortly. We'll bring you a full review next month.



FLIGHT OF THE AMAZON QUEEN: Looks like hell, doesn't it? I know where I'd rather be, and that's here in the *AF* office, typing away, instead of a hot place with scantily...



FLIGHT OF THE AMAZON QUEEN: "Silence you traitor or I'll throw you to the scantily-clad women by the swimming pool."



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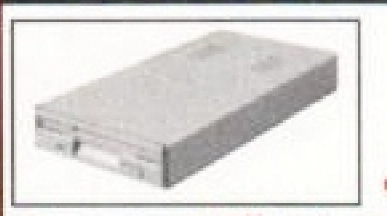
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The games charts return to the *AF* Screenplay fold this month. Steve Bradley spins the wheel of fortune and brings us the best of the last 30 days.



The top games

CLOCKWISE FROM LEFT: War has never been more fun when playing *Cannon Fodder 2*. But if you prefer one-to-one combat *Mortal Kombat II* is the tops. *Skidmarks* will satisfy any speed freaks out there and if you enjoy using your building skills, try the *Format* Gold-rated *Theme Park*.

CENTRE: *Sensible World Of Soccer* is one of *Amiga Format*'s all-time favourite football games.

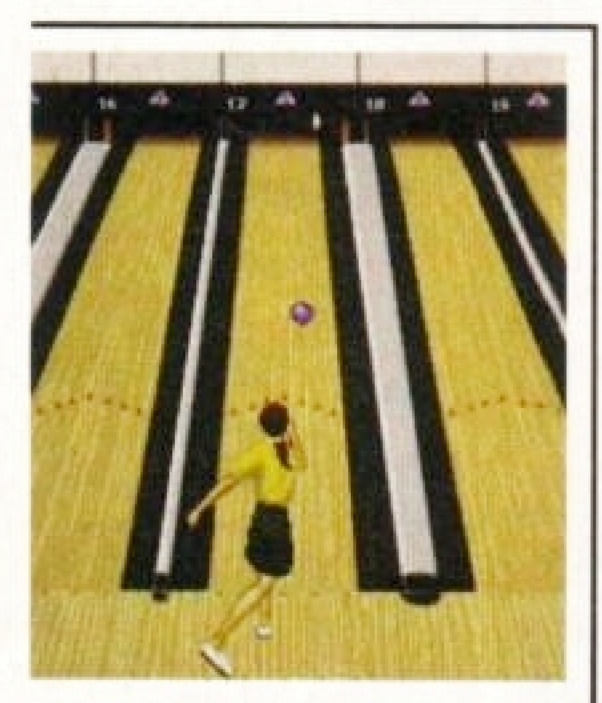




SHADOW FIGHTER: Steve McGill said it's "good enough and different enough from *Mortal Kombat II* to be worth buying".



BANSHEE: A brilliant vertically scrolling aeroplane shoot-em-up in the tradition of the arcade classic *1942*.



KING PIN: You can now play ten-pin bowling on the CD32. Coo...

Top 10 CD32

1	**King Pin** (Team 17)	67%
2	**Jungle Strike** (Ocean)	87%
3	**PGA European Tour** (Ocean)	83%
4	**Microcosm** (Psygnosis)	87%
5	**Liberation** (Mindscape)	FG90%
6	**Zool** (Gremlin Interactive)	FG90%
7	**Nigel Mansell's Championship** (Gremlin Interactive)	73%
8	**Cannon Fodder** (Virgin)	92%
9	**All Terrain Racing** (Team 17)	Not reviewed
10	**Theme Park** (Electronic Arts)	79%

THIS MONTH'S FULL-PRICE TOP 20

1 (1)	**Sensible World Of Soccer** (Renegade)	FG95%
2 (Re)	**On The Ball: League Edition** (Ascon)	68%
3 (-)	**Beau-Jolly Compilation** (Virgin)	FG90%
4 (4)	**Premier Manager 3** (Gremlin Interactive)	85%
5 (5)	**Theme Park** (Electronic Arts)	FG91%
6 (2)	**FIFA International Soccer** (Electronic Arts)	79%
7 (17)	**PGA European Tour** (Ocean)	83%
8 (12)	**Championship Manager Italia '95** (Domark)	65%
9 (11)	**Mortal Kombat II** (Acclaim)	FG92%
10 (Re)	**Jungle Strike** (Ocean)	87%
11 (-)	**All Terrain Racing** (Team17)	70%
12 (18)	**Death Mask** (Alternative)	77%
13 (19)	**LucasArts Classic Collection** (US Gold)	FG90%
14 (14)	**Combat Classics 3** (Entertainment International)	87%
15 (Re)	**Championship Manager '93** (Domark)	86%
16 (10)	**Football Glory** (Kompart UK)	80%
17 (Re)	**Terminator 2 - The Arcade Game** (Virgin)	70%
18 (6)	**Cannon Fodder 2** (Virgin)	FG94%
19 (Re)	**Campaign** (Entertainment International)	79%
20 (9)	**Skidmarks** (Acid Software)	FG90%

Top 10 Budget

1	**Shadow Fighter** (Gremlin Interactive)	89%
2	**Premier Manager 3 Multi-Edit** (Gremlin Interactive)	Not reviewed
3	**King Pin** (Team 17)	67%
4	**Batman Returns** (Gametek)	48%
5	**Monkey Island 2** (Kixx)	FG93%
6	**Space Hulk** (Hit Squad)	79%
7	**Champ Manager 93/94** (Domark)	82%
8	**Formula 1 Grand Prix** (PowerPlus)	FG93%
9	**Winter Olympics** (US Gold)	70%
10	**Lemmings** (Psygnosis)	FG92%

Top 10 A1200

1	**Theme Park** (Electronic Arts)	FG91%
2	**Football Glory** (Kompart UK)	80%
3	**The Lion King** (Virgin)	69%
4	**Shadow Fighter** (Gremlin Interactive)	89%
5	**Pinball Illusions** (21st Century Ent)	88%
6	**Banshee** (Core Design)	FG90%
7	**Aladdin** (Virgin)	FG90%
8	**Super Stardust** (Team 17)	FG90%
9	**Premier Manager 3** (Gremlin Interactive)	85%
10	**Sim City 2000** (Maxis)	FG92%



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'Amitek's new disk drive combines an elegant design, high build quality and smooth performance in a very affordable package. Highly recommended'. Jason Holborn - Leading Amiga Journalist

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Details taken from models available MARCH '94	ANTI-CLICK	ANTI-VIRUS	ROBUST STEEL CASE	QUALITY SONY MECHANISM	TOP RATED CU-AMIGA MAY '94 90%	2 YEAR WARRANTY
AMITEK	✓	✓	✓	✓	✓	✓
CUMANA	-	-	-	-	-	-
ZAPPO	-	-	✓	-	-	-

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These internal Amitek Loader replacement drives are ideal for users who wish to replace their existing internal drive.

The packs feature a high quality internal 1Mb, 3½" drive mechanism for the Amiga 500/500PLUS or Amiga 600/1200. All you need to fit your drive is included, plus easy to follow fitting instructions and 12 months warranty.





A500/A500PLUS INTERNAL DRIVE £34 INC VAT - DRI 3600

A600/A1200 INTERNAL DRIVE £44 INC VAT - DRI 3605

Judging by the excessive amount of adjectives used in his review, we reckon that Steve McGill had a lot of fun playing Acid's latest racer.

AMIGA FORMAT GOLD

Super Skidmarks 2





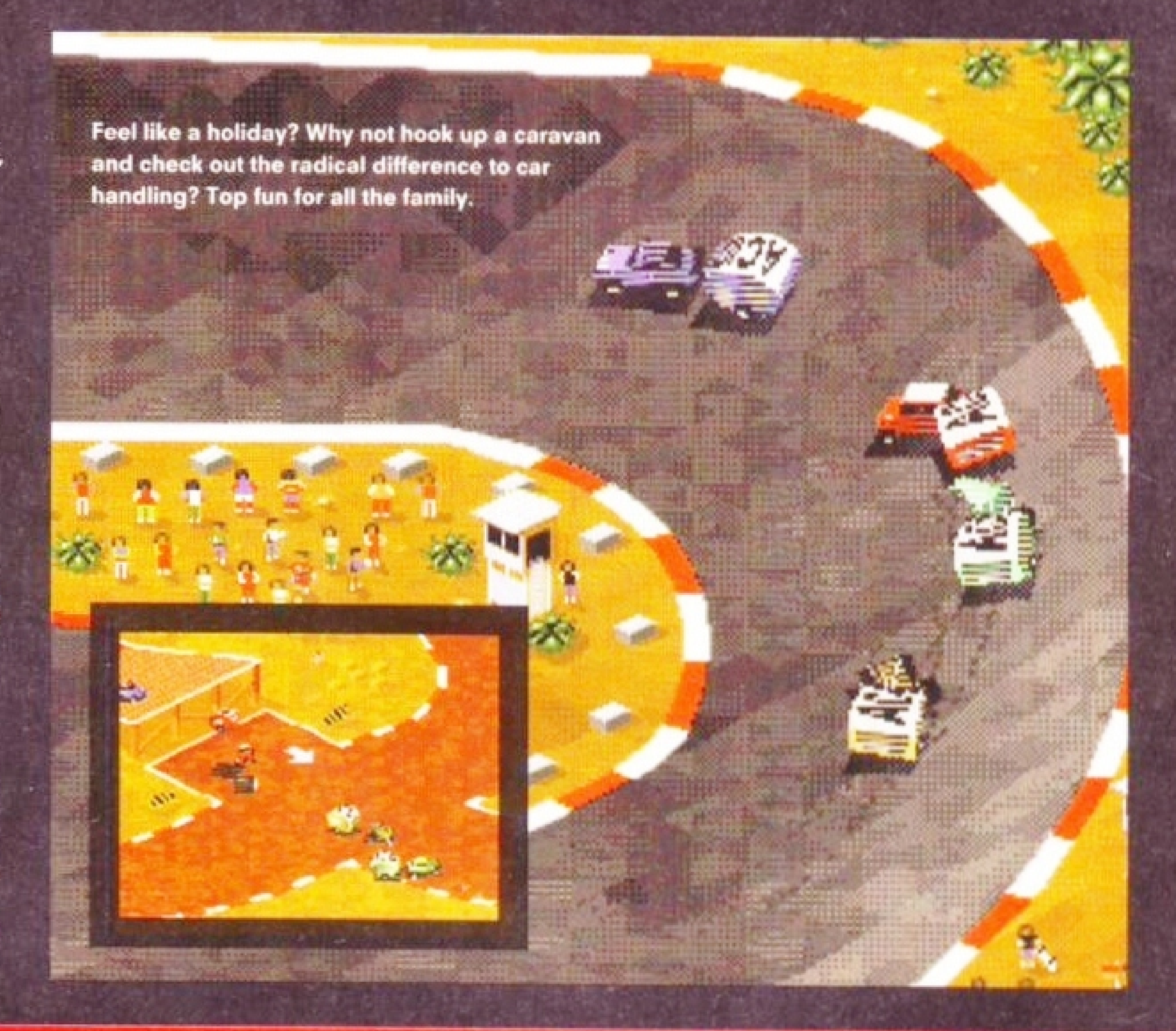
As they approach the final bend, only seven of the starters who began this race are left.

Super Skidmarks 2 is the rockin'est rollin'est, raciest, raunchiest, rousin'est, ragin'est, rabid'est, rabble'est, road racing game to hit the Amiga in over a year.

No, no, no, wait a minute, that's much too close to being rip-roaringly understated. How about: *Super Skidmarks 2*, the grungiest, growlin'est, gnarliest, gravelliest, grippin'est, grabbin'est, grandest, graftin'est, grooviest, rallier to appear on the Amiga for close on 12 months.

Nope, nope, grossly grandiloquent. Let's have another go; *Super Skidmarks 2*: the trickiest, truckin'est, thrustiest, throatiest, thrashiest, threshin'est, trumpetin'est, teemin'est, tourin'est, tractionfest seen on the Amiga for at least a few days more than 52 weeks.

Oh dear, oh dear, it still hasn't worked. OK, OK, try amalgamating the above, adding a load more (ir)relevant driving superlatives and then, shout out loud: *SUPER SKIDMARKS 2*: THE BEST



Feel like a holiday? Why not hook up a caravan and check out the radical difference to car handling? Top fun for all the family.

A SUPER PANORAMIC VIEW WITHOUT LEAVING YOUR ARMCHAIR



These two pics are supposed to simulate an A500 screen with four cars only, but we've cheated and used an A1200 here. But, hopefully, you'll indulge us as we let you know...



...that four human players in this resolution is the maximum amount of people you can have racing against each other. It's top racing fun and we thoroughly recommend it.



Whereas, with AGA Amigas, the screen can be split for a maximum of three players to each machine. This can be combined in any order you like, so that one person could...



If the two slackers at the back of the pack want to catch up, they're going to have to get on their bike.



Non-AGA Amiga owners are restricted to four cars and a lo-res screen. This limits the view a bit, but it doesn't detract from the playability...

...whereas, with AGA machines you can have eight cars on screen at once. The hi-res screen also lets you see more of the track.

DRIVING GAME IN ITS CLASS EVER SEEN ON THE AMIGA.

Quite an assertion, we know. Especially when you bear in mind that *Skid 2* could quite legitimately, albeit cynically, be considered a mere data disk expansion set of the original game.

Since the original earned an *Amiga Format* Gold in issue 55 (90%), several enhancements have been made, that not only improve it cosmetically, but also improve the expansiveness of the gaming experience.

A500 and A600 owners can have four separate car types appear at the same time. For extra novelty, memory allowing, you can tow a caravan which radically affects the handling of the cars.

For extra convenience, allowance is made for a joystick adaptor to be plugged into the parallel port. This enables four people to play on joystick rather than relying on keys.

A rolling two, three, or four-player game can be played, similar in style to the method used by *ATR* – it's the least satisfying way of playing head-to-head. Two players can race using a split screen – a mechanism that lets four people play when a link between two Amigas is set up (see our Future Of Video Games feature on page 28).

And then there are the AGA enhancements, the immediate difference is the ability to use hi-res as standard and have eight cars on the track at any one time. This reveals more of the road and enables drivers to anticipate their approach to the next bend further in advance.

AGA machines can also split the screen three ways meaning that there are even more combinations of head-to-head player action when a link is used.

And then there's the feature that we broke the exclusive news about in last

■ *Super Skidmarks 2*: the best driving game in its class ever seen on the Amiga.

Continued overleaf ➡



...be on one machine and two on another. It's up to you. And if you want to link an A500/A600 to an A1200 it can be done. The 1200 will still display a hi-res screen. Tip top.

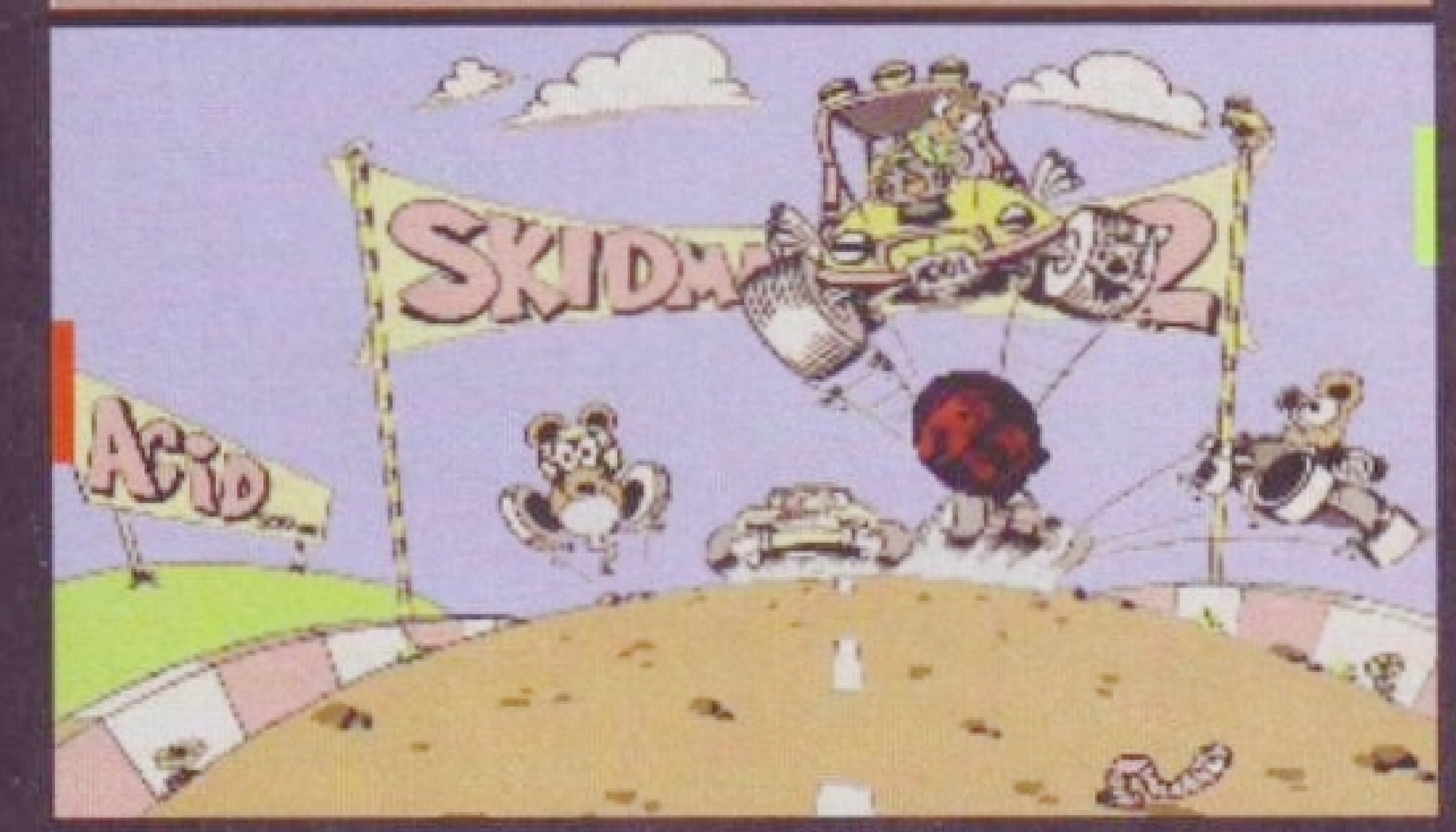


Finally, the piece de resistance of two 1200s being linked together is the Super View mode. Place both displays adjacent to each other and the whole track can be...



...viewed at once in a complete overview of the course. It feels a bit odd having to glance at another screen when your car crosses over, but you soon get used to it.





Rather then bore you to tears with the tedium of a 'Loading, Please Wait' message, Acid have opted to let you play *Pong*. The speed the ball can reach is astounding.

LET'S MAKE TRACKS

The first two disks replicate those bundled with the original *Skidmarks*, but, if you take the reverse direction option into account, you've still got the equivalent of 48 tracks to race on.

With extra memory on board, you can have all eight cars race on the same track. To top that though, if you've got *Imagine 2*, the program disk has a utility to let you create your own cars. Look out, the *Amiga Format* Mark 5 Fiat Panda is a reality.

month's *Amiga Format*. Everyone at Acid responsible for its implementation deserves to earn an honorary Knighthood. We're talking about the Super View mode – check out the boxout titled A Super Panoramic View...

This feature is excellent. Not only can you race up to eight human opponents at the same time, you also get to see everyone's overall position in the race at a glance. Bloody brilliant.

What's more, it's refreshing to go up against opponents of comparable abilities. Truly tremendous road jousts take place. Drivers of similar skill and quality end up constantly jockeying with each other for position, overtaking and undertaking, jostling and jabbing away as they attempt to drive to the perfect line and the glory of victory.

But, not only is *Skidmarks 2* terrific to take part in, it's magic to watch. You can passively absorb the styles of the other drivers and plan tactics to use against them in competition.

The best tactic when behind, and catching, is to actively learn the art of cutting up the car in front and handling the speed boost when the inevitable, unavoidable, impact occurs. "Shut the door. Ride the shockwave" is as good a proverb as any to drop in when you've perfected the art.

And, just like real car racing, the driver is constantly forced to make micro decisions and act accordingly. It's through coping with and mastering this mentally dextrous work load that top drivers can enforce their will and superiority on hapless opponents by driving them into the dust.

Nobody knows the secret of that most elusive of all features in a game, gameplay. But in the next few weeks loads of Middlesex University students will be handing in theses on the advanced theory of gameplay. Whether these theses explore the semiotic deconstruction of symbolic enactments embedded in the underlying nervous reflex of human machine interfaces inherent of the computer game medium, remains to be seen.

But one thing's for sure. If ever a game was nigh on perfect, it's *Super Skidmarks 2*. It's all about control, skill, timing, aggression, instinct, confidence, belief, and most of all, ability. A completely social sport. A test of yourself against your friends and fellows. A sport that couldn't be realised through any medium other than a computer. It screams to be played by more than one person. It's where it's most alive and vibrant and happening and marketable. No surprise then that it appeared on the Amiga first.

A positive benefit of the game is the insight you gain into the character of opponents under competitive duress. Acid deserve to be rewarded for bringing such a playable enjoyable experience to the Amiga first. Do yourself a favour, buy this game.



True to the magnificent form shown in his review, throughout the numerous head-to-head races, and the multi-player Super View games we played, the Scotsman is way in front.

SUPER SKIDMARKS 2

Publisher
Guildhall Leisure
01302 890000

Price
£25

Versions
All Amigas

System requirements
1Mb

Release date
Out now

Graphics 7 out of 10
Not the best in the world. The *Imagine*-modelled cars are fantastic though.

Sound 7 out of 10
Symbiotic with the top screen action.

Addiction 9 out of 10
I'll tell you after I've had one more race.

Playability 9 out of 10
Tricky to handle the cars at first. Soon becomes natural and intuitive.

Overall verdict
So hot it'll soon be burning rubber on the virtual tarmac of the information superhighway. Probably.

92%

Simply the BEST

The best interactive match action ever!



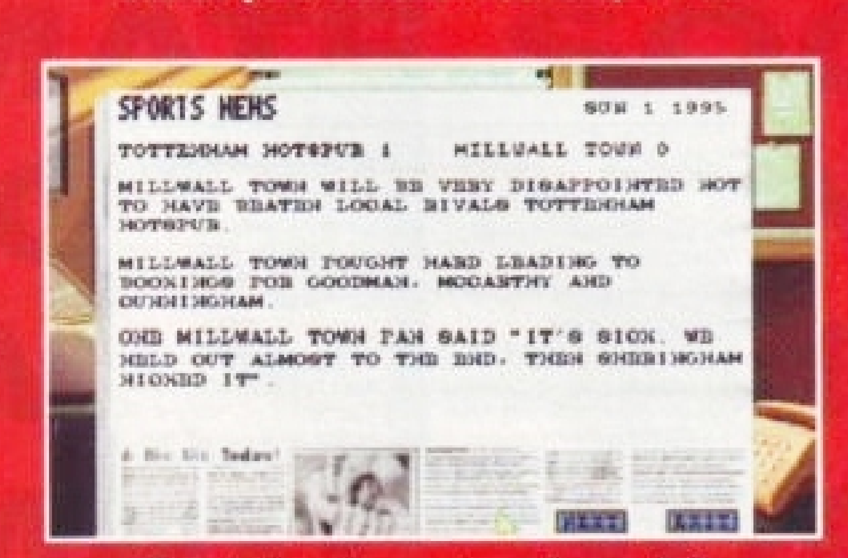
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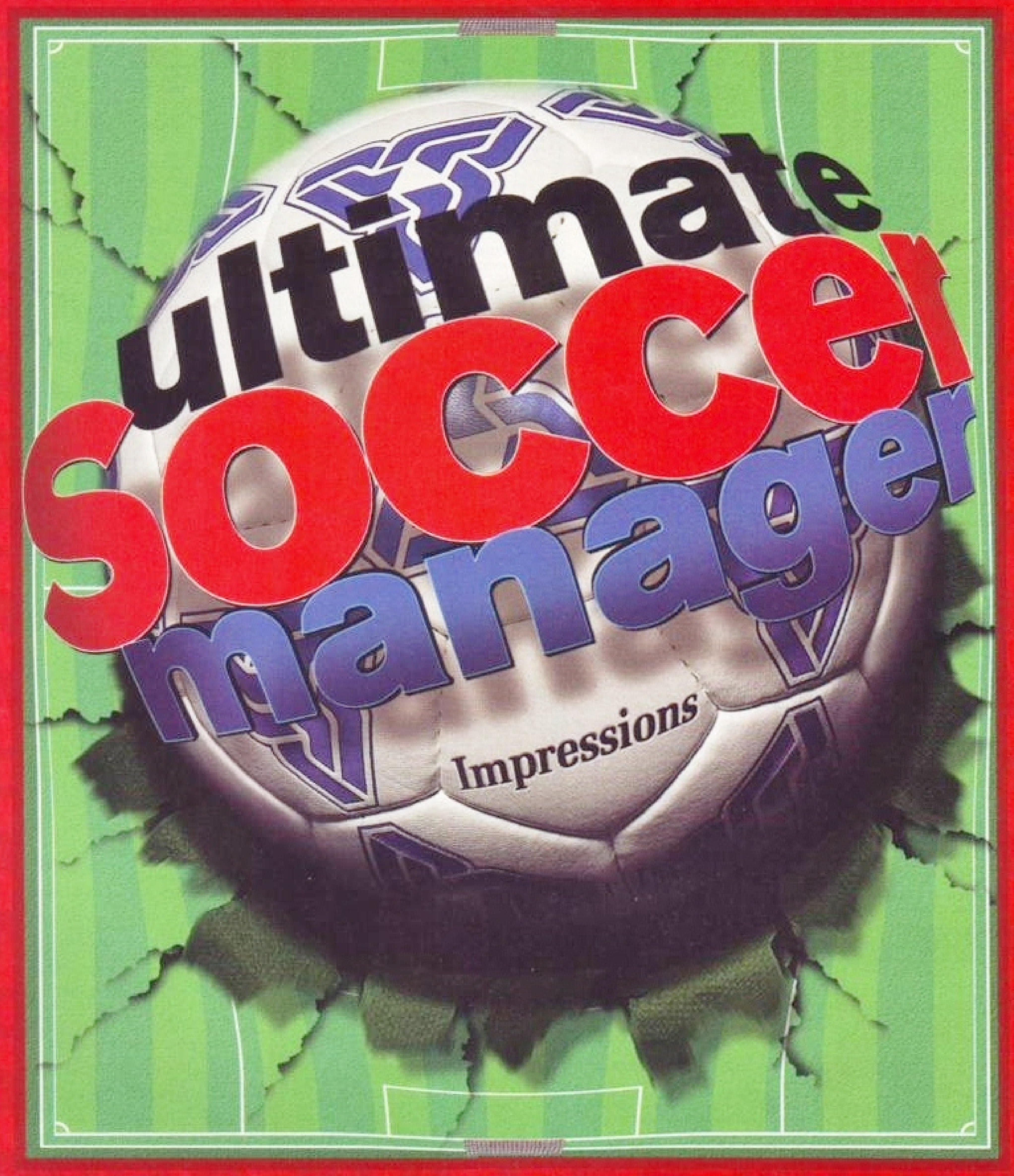
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Impressions

Unit 9, Princeton Court, Felsham Road, Putney, London SW15 1AZ.

Graeme Sandiford flies through the air with the greatest of ease. With a little help from Ocean's new *Tactical Fighter Experiment*, of course.

TFX

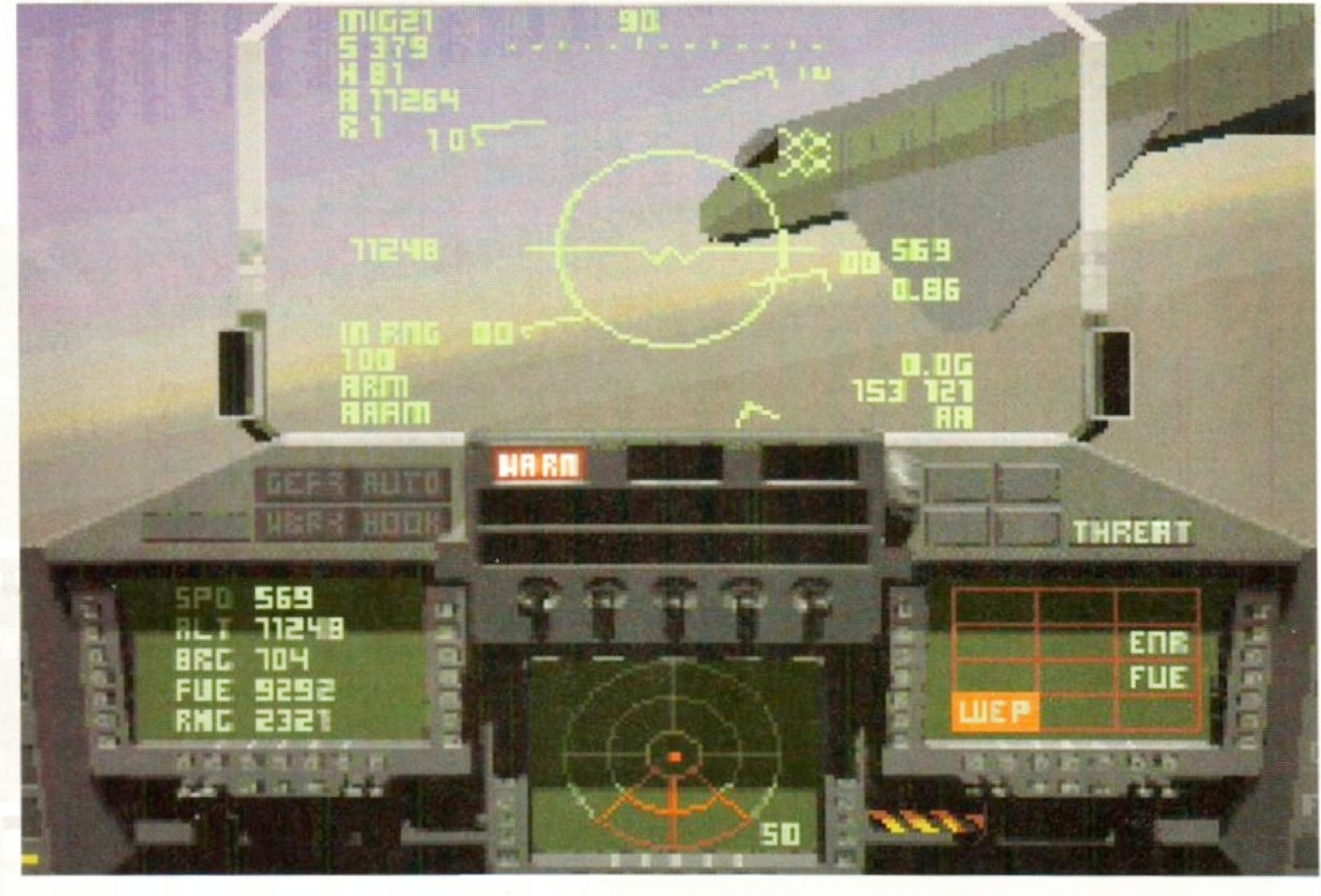


A Eurofighter 2000. If he lights his reheat, watch your eyebrows.



The Earth seems somehow less menacing through your laser targetting system.





Caramba! We almost came close enough to smell what flavour of crisps this MiG-21 pilot is eating. Better safe than sorry, though, eh?

Flight sim fans are often considered by their fellow games players as being a peculiar breed. They actually seem to enjoy wading through manuals that are thick enough to put an end to the life of most small rodents. Why, they even spend hours learning complicated keyboard commands. I mean, are computer games meant to be fun or what? To the average games player flight sims can often seem more like hard work than a recreational activity.

However, the face of the flight sim is changing and one of the most significant changes took place almost three years ago with the belated release of *Epic*. This game went a fair way to combining the realism of flight sims with the simple control systems of an arcade game. Although considered a bit too easy, it did prove that such a system could be made workable.

The development team responsible for this hybrid, Digital Image Design, immediately set to work on refining this system and now – three years later – the result is *TFX* (*Tactical Fighter Experiment*).

The setting for the game is a time when the Earth is a hotbed of assorted conflicts – now. You play the part of a raw recruit who has joined the UN's Tactical Fighter Experiment as a pilot.

The game is organised into several methods of play, to give you the choice of what kind of game you want to play. If flying through the air at Mach 1 blowing up enemy fighters with gay abandon is your thing, then you'll enjoy the Arcade playing mode. While playing in this mode it's impossible to crash, so all you need worry about is avoiding getting blasted to kingdom-come by enemy fighters.

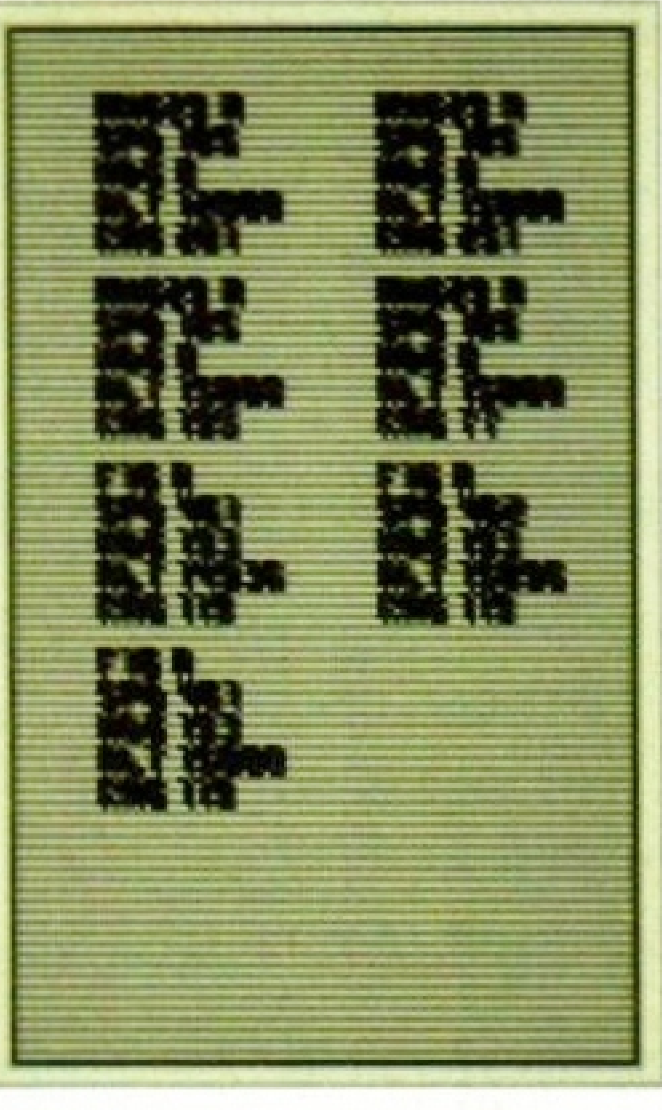


Every review of *TFX* has a picture like this, although usually the aeroplane is firing a missile. Thus *Amiga Format* stands alone.



The autopilot has an entertaining habit of flying you straight into the sides of mountains. The cheeky thing.





Ignore the smudgy black writing – it's merely a quirk of our screenshotting system. Tch, eh?

Even the weapons-loading-up screen features exciting 3D graphics. Go on – have a couple more bombs. Or some Black Forest gateau.

The next mode is the Simulator. As with the Arcade mode you don't have to worry about mission objectives and other frivolous considerations such as which buildings, and presumably occupants, can be blown to pieces. However, you do get to choose the area of the globe that you wish to wreak havoc on, as well as the aircraft that you prefer to perform said havoc-wreaking. You are also given the freedom of choice over what weapons of mass destruction your plane will be carrying.

Learn your lesson

While such good-natured jaunts of mindless destruction are accepted in the Arcade and Simulator modes, it would seem that the UN frown upon sending out raw recruits on tours of duty. So before you can go on to the Tour Of Duty you have to successfully complete the Training mode.

Training comprises 10 missions of increasing difficulty, where you face a variety of scenarios from simple air-to-air combat right through to ground-based targets that are protected by air and ground cover. At the beginning of each mission you are given the opportunity to arm your aircraft as you see fit – choose wisely.

After graduating from flight school you get to blow up real stuff by enrolling in one of three squadrons. From here on things can become quite involved and decidedly tricky, especially if you don't pay close attention to your briefings.

This may sound all too easy, but completing your training is no piece of cake and the missions you might be sent on, once you've joined a squadron, can put you in some decidedly tricky situations and environments. For example, on longer missions you may have to refuel your plane and if there are no friendly airstrips nearby you'll have to re-fuel in the air. This isn't too bad with an F-22 and F-117A, but trying to re-fuel the Euro Fighter is an absolute pain. Landing an F-22 on an aircraft-carrier is another demanding, not to mention potentially embarrassing manoeuvre.

The icing on the cake to this system's realism are the planes and the way they handle.

However, the difficulties of these tasks are a testament to the game's realism – there's none of your *Top Gun*-like flying upside down or at 100ft at a ridiculous speed with "no-hands" – not unless you want to die. It's also very scary when you've been hit and everything goes quiet because your engine has been blown up and you steadily lose altitude.

The realism doesn't end here though, the areas to which you are assigned are all real places and the maps actually look like the real thing. Although I feel that it's a bit insensitive to recreate battles over areas where people are still being killed in real life, such as former Yugoslavia and Somalia, the environments are quite a piece of work, with sprawling hillsides, excellent Gouraud shading, clouds and even mountain ranges. You even lose visibility if you are flying into the sun above cloud-level.

Sweet success

The icing on the cake to this system's realism are the planes and the way they handle. The three planes' capabilities are all faithfully re-produced and you can actually feel the difference between the way the Euro Fighter and the F-117A fly. You can also choose how much control you want over the plane, from simple arcade controls (advised for those who have never flown a real plane) right through to the military-specified controls – for die-hard flight sim addicts only.

Technically speaking, I had only one gripe about the game. When you are tracking an enemy aircraft it remains a tiny one-pixel smear and then suddenly explodes to the size and shape of a plane and is then gone before you know it – even if you are flying at a relatively slow speed. It would also have been nice to have more control over the configuration of the control methods, such as which button fires a weapon and which accelerates the plane.

There is one thing that may make some people have second thoughts about buying this game. Although it is possible to play *TFX* from floppy drives and an unexpanded Amiga, you would get much more out of the game if you had an accelerated machine (with an 030 processor) and a hard drive. It's silky-smooth on the *Amiga Format* A4000 040!



You can shoot down the enemy planes straight away, or toy with them distractedly. Or you can try to make friends with them over the radio. No, actually you can't.

TFX

Publisher
Ocean 0161 832 6633

Price
£39.99

Versions
A1200/A4000

System requirements
A1200/A4000
This *TFX* review was done on an A4000 and on an A1200 with an accelerator. If played on an unexpanded A1200 the gameplay would suffer considerably.

Release date
End April

Graphics 9 out of 10
Very atmospheric and highly-detailed.

Sound 7 out of 10
As good as any flight sim.

Addiction 8 out of 10
Extremely challenging.

Playability 10 out of 10
As easy or as hard as you want it to be.

Overall verdict
At last a flight sim that can be played without years of study.

91%

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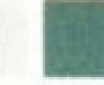
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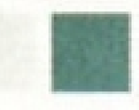


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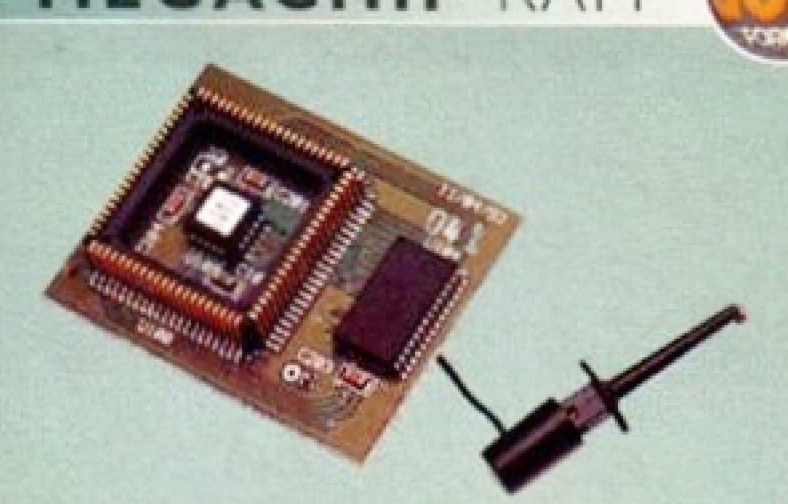
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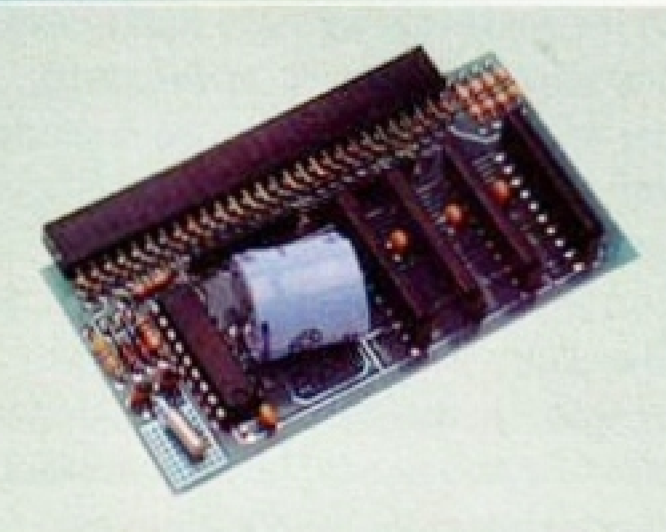
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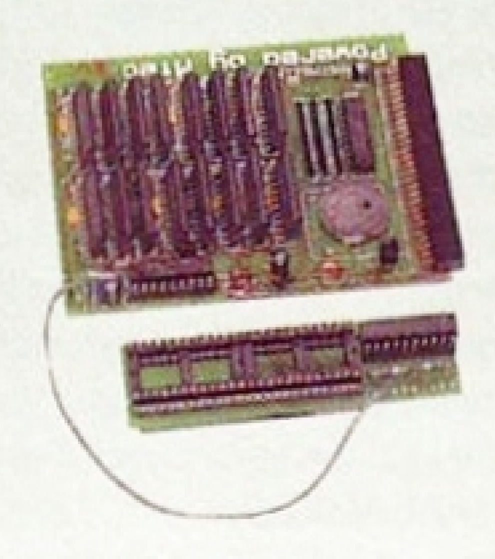
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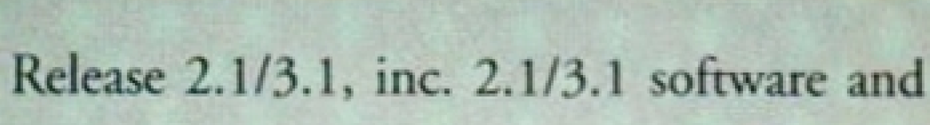
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- Compatible with all Amigas

System Requirements
2.04 ROM or above, Minimum 1MB
Recommended 2MB or above
*Only available on Colour PowerScanner 4

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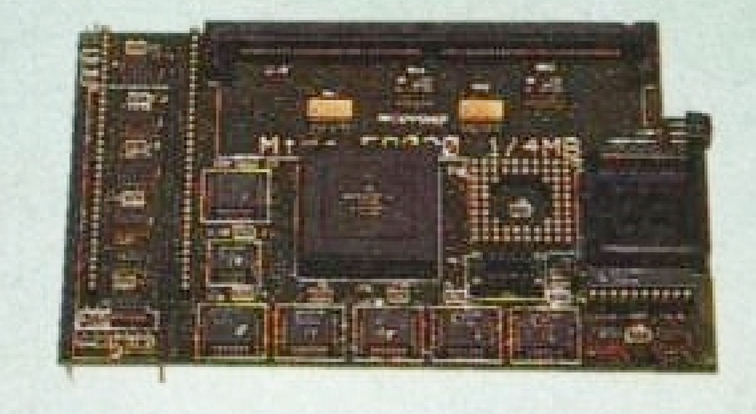
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If he had wanted a headache he'd have drunk too much the night before. But Steve McGill had to play *Angst* all night instead.

Angst

ANGST

Publisher
DEM Software (905) 529 5720 (Canada)

Price
£25

Versions
A500/A600/A1200

System requirements
1Mb

Release date
Out now

Graphics 4 out of 10
Flat, monochromatic, dull, unatmospheric and not very friendly.

Sound 7 out of 10
Not a great deal of sound around, but the effects are competent.

Addiction 5 out of 10
For something to be addictive, it helps if you enjoy it in the first place.

Playability 5 out of 10
Not much happening to engage your interest.

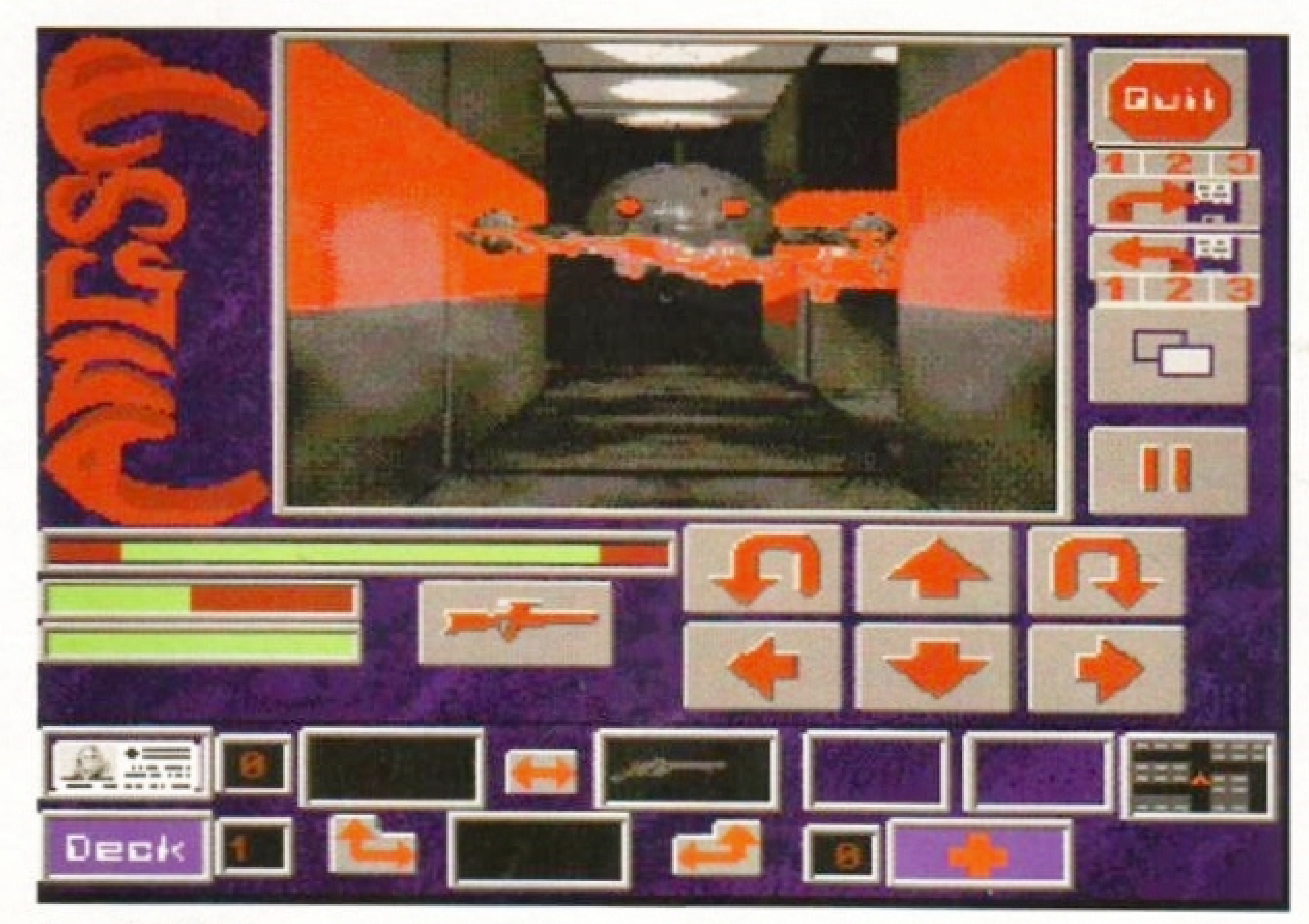
Overall verdict
Has the look and feel of a Public Domain game that's waiting for more denizens, tricks and traps.

58%

Angst: an acute but non-specific sense of anxiety or remorse. OK, so it's a Collins dictionary and thesaurus definition of the meaning of the word. But it could also fill in as an explanation of how you'll feel about the game after a couple of hour's play.

It's certainly how I felt after a couple of day's play. Although the non-specific part of the definition became a lot more concise and succinct. The main problems with *Angst* are the lack of atmosphere, the barrenness of the locations visited, the dearth of distracting side tasks, the tetchiness of the control design, and the lack of any entertainment value.

The view is taken from a first-person perspective, making *Angst* look and play like a poor man's *Dungeon Master*.



One of the dirty denizens that you'll meet in *Angst* is this chappy. One shot's enough to kill him.

Buying advice

Normally when *Amiga Format* takes screen grabs of a game, we look out for moments that show off its good points, or its action points, or its curiosity points. Anything that'll make the casual reader flicking through the mag in the shop look twice, maybe read some of the copy and buy *AF* that month.

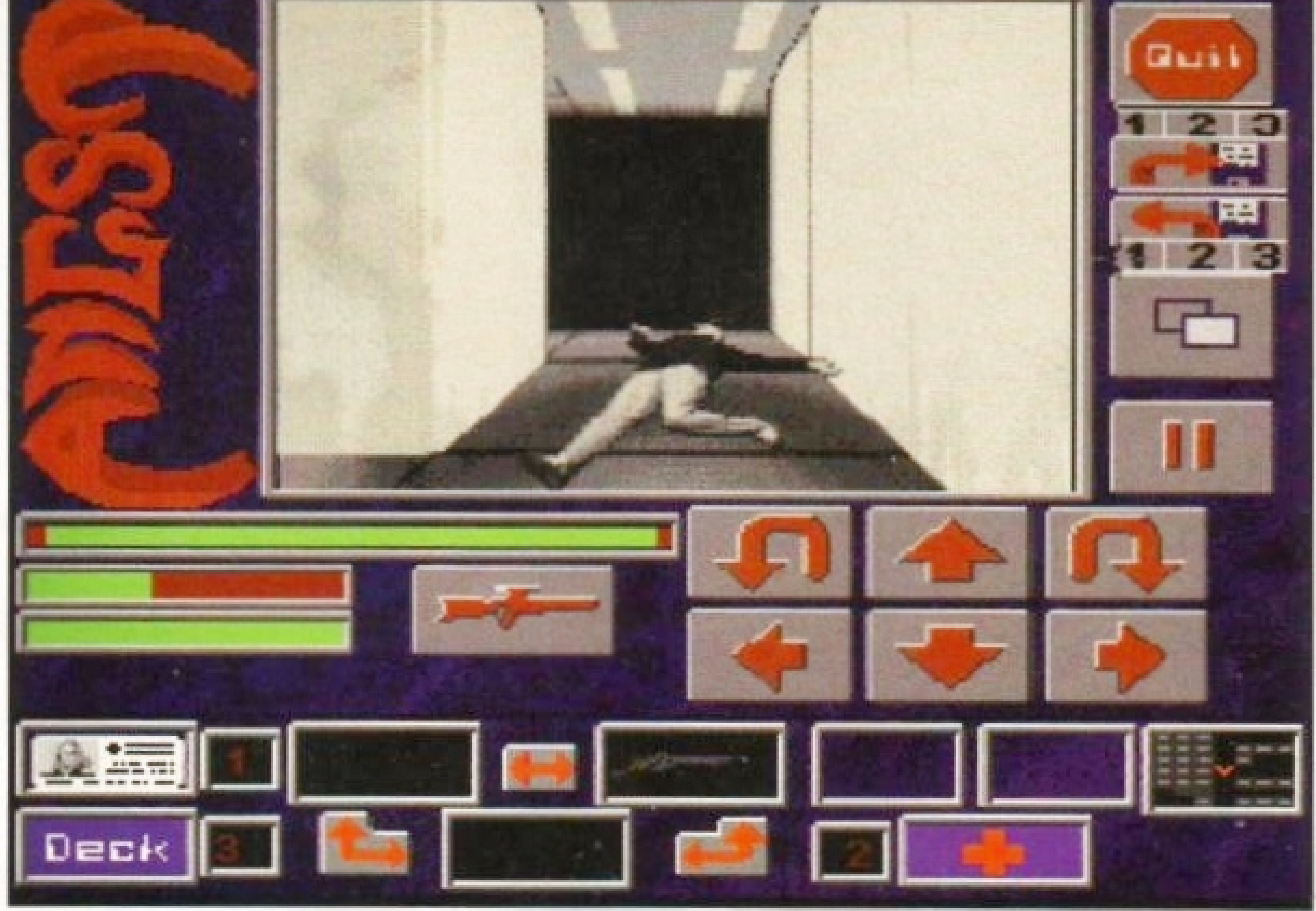
And that's another reason why *Angst* is so disappointing. It doesn't manage to sell itself on any level – from the design, to the graphics, to the control system, to the gameplay.

Take the design of the main screen. It's littered with boxes of all sorts which vary from Inventory Held to Health Left. One of the most important boxes is the Map Screen which constantly updates so you know where you are in a localised area.

Yet the map screen is shunted in the bottom right-hand corner of the screen surrounded by detritus. Not only is it too small, but it should also be located beside the main screen, so you could pay more attention to what's actually appearing on the main screen. But, alack and alas, it's not to be.

So, let's take a look at the control system while we're in this game mechanic criticism mode. On the plus side, rather than having to click the mouse on the directional arrow keys, you can use the cursor keys instead. Annoyingly though, rather than having a sidestep key to help traverse all those difficult L-shaped corridors, you have to go through a 90 degree zigzag movement. Other than the conventional direction keys, the only other direction that can be undertaken is a full 180-degree rotation. It may not sound like a large transgression, but when you're traversing a section of corridor you know well and have to indulge in a load of mechanical 90 degree manoeuvring, it soon becomes tedious and irritating.

So that's it. I'd like to recommend this game. And I suppose I could if it was £10 maximum, but at full price, it's just too uninspiring, flat and lifeless.



In order to spruce up the graphics, DEM opted to digitise friends and the like to play the part of the dead bodies. It's a good enough idea, but they do look as if they're wearing camouflaged clothes.


This game costs £5 less than *Death Mask* yet offers about £20 less in colour and gameplay.


The bit up there on the left is a flaming inferno. It only uses two colours from a palette of 255.



Player Manager 2 is a football management simulation with ONE BIG DIFFERENCE - you can actually test your managerial decisions where it counts - on the pitch.

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Anco Times

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Tactics Designer

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Coach Assessment



Individual Player Team Talk

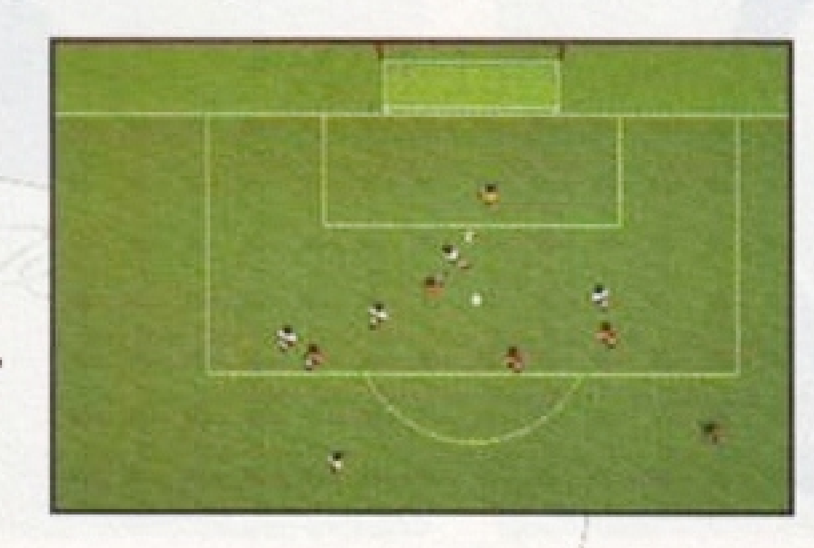


Features that add superb arcade action to playable management.

Side View



Top Down



Isometric





For more detailed information please write to Anco, 7 Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Screenshots vary from format to format.

AVAILABLE FOR AMIGA & PC CD ROM

We said to Stephen Bradley "Go forth into *Exile.*" Unfortunately, he didn't take the hint and played the game instead. Better luck next time, eh?

Exile A1200

EXILE A1200

Publisher	
Audiogenic 0181 424 2244	
Price	
£29.99	
Versions	
A1200	
System requirements	
A1200	
Release date	
Out now	
Graphics	7 out of 10
Updated and fun to know.	
Sound	7 out of 10
Pleasing plops, booms and ripples.	
Addiction	8 out of 10
Oh yes, despite some occasional bafflement.	
Playability	8 out of 10
Often puzzling, yet always engrossing.	
Overall verdict	
A successful marriage of arcade and adventure. A gem of a game.	

88%



Not harmful directly, but the robot will usher you towards harm if you let it.

So, I press the red button to move the slab above the fire, but when I get round there, it's moved back. Hmmm.

Now here's an odd thing. Didn't I, on a recent Saturday morning (we work Saturdays to bring you this magazine. Oh how we suffer. Sigh.) see the editor of *Edge*, Future Publishing's high-spec, hi-tec magazine which covers all the latest in videogaming (*"and much more"*, Edge *Ed*) clutching the original copy of *Exile*, now some four years old. Blimey. And the guys on *Edge* wouldn't cross the street to shake hands with a Sony PlayStation. So *Exile*, reveal yourself. What, pray, does such fuss cause?

Firstly, despite its age, *Exile* is one of the Amiga's most unusual games. It is an adventure game which looks like a jet-packed platformer cum shoot-em-up affair. The nearest thing to it on the Amiga, and we're talking concept-wise here, not anything reminiscent of the actual plot or action, is *Flashback*. Yes, mixing playable arcade action with heinous adventuresome puzzles is an Amiga rarity and after playing *Flashback* and *Exile* you wonder why this should be.

To *Exile* and indeed, to plot. You're a spaceman and you spend your time reclining on your Connolly leather spaceseat. But suddenly (did you bolt forward then?), Commander Sprake, the ex-Leeds United goalkeeper and Supreme Captain of the Empire calls you on a mission to capture fiendish, mutant-creating madman Triax, a man who is 150 years old yet looks 40; a man with some fabulous moisturising cream. And then, in the winking of an eye, the hapless goalie and his men are captured by Triax. Only YOU can save them.

Initially, you have but a jetpack, a pair of hands and four empty pockets. From here, you must leave the ship and jetpack across and around a huge,



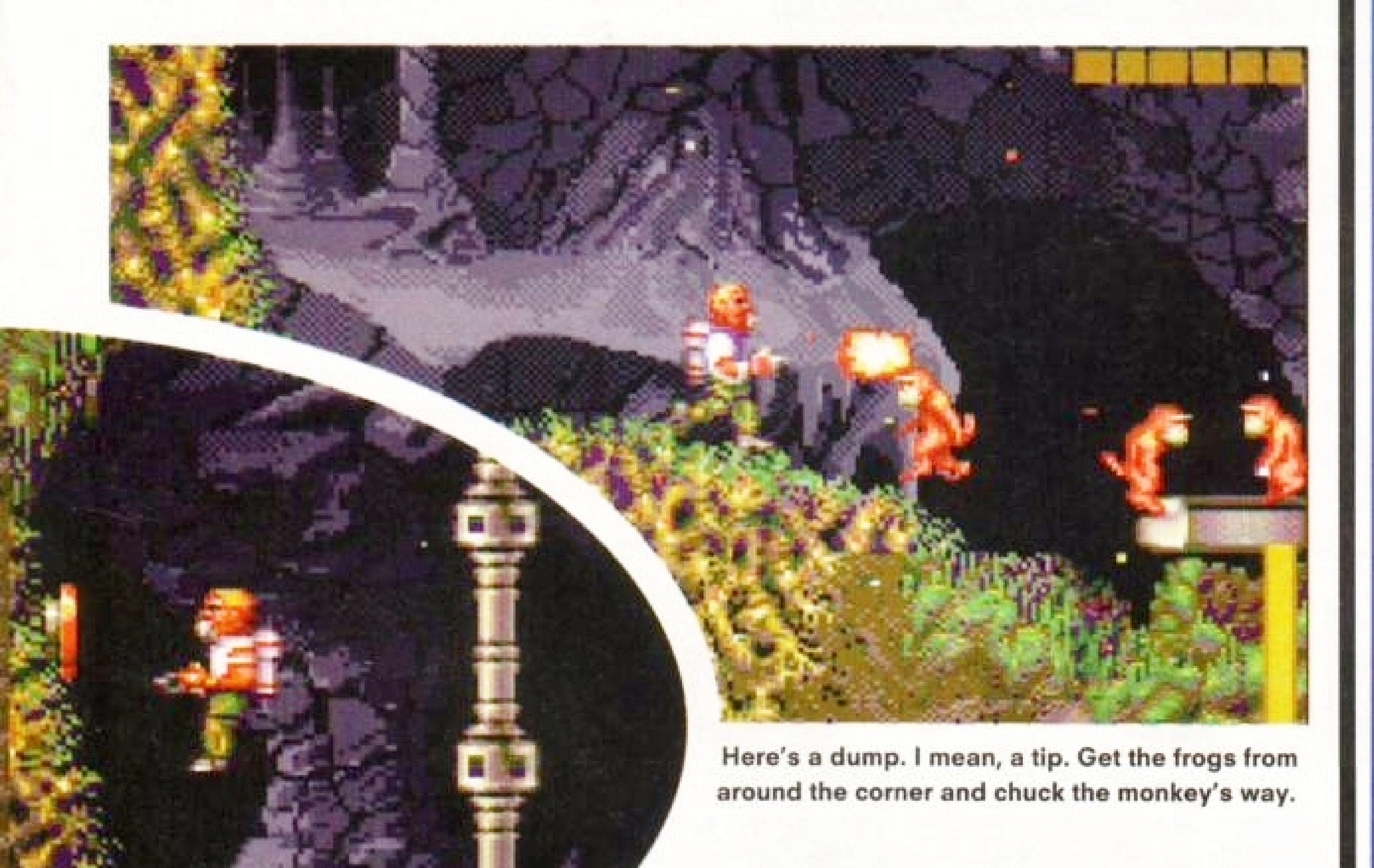
It's a frogs life, wrote the caption writer attempting to amuse, yet pleasing only himself, albeit briefly.



Findeth the flask, filleth with water, as Shakespeare said to the wife last Tuesday.



I could tell you that this is the teleport system. And you'd be well within your rights, Frank, to take on board what I am saying and agree wholeheartedly.



Here's a dump. I mean, a tip. Get the frogs from around the corner and chuck the monkey's way.

underground, cavernous landscape, collecting and using objects you find, battling foe, opening doors and giving frogs to pink monkeys. The jetpack is quite Bondian and a real treat to play with although it takes time to get used to.

There's no limit

Exile has no time limit but when points are scored, they diminish as the seconds tick which discourages aimless exploration. I didn't care however, and spent quality time happily hovering around with not a care in the world, Commander Sprake but a distant memory. A teleport system allows you flit to places you've already visited and back to the ship – wonderfully helpful because this fellow has a seriously large gaming area and you can save your position to both RAM and disk.

Exile's world has that vital ingredient called gravity and all the objects within behave as the laws of physics demand. So when you pick up objects and throw them, frogs at pink monkeys say, they move as if you were throwing frogs at pink monkeys in real life. Which, of course, is against the laws of The World, one would imagine. And indeed hope.

But don't be fooled by *Exile*'s attractive marriage of arcade and adventure or its considerably revamped graphics, smooth scrolling and fabulous flying-around-with-a-jetpackness. It's bloody hard. Damned bloody hard.

The game is all on one level, a level about the size of the North Riding of Yorkshire and apparently, even if you know exactly what you're doing, it takes five or six hours to complete. Unless you are a king, you will get stuck. Sure, the puzzles are logical, some are biological, but when you've spent as long as I have wandering around with a frog in your hand, only then will you know the pain this game can cause.

Exile is a fine game, even after all these years. Though initially baffling, it rewards the persistent, enlightens the erm, un-enlightened and the jetpack and gun are bloody brilliant. Fly it soon.

International Golf

INTERNATIONAL GOLF

Publisher

Saddletramps PD, 1 Lower Mill Close, Goldthorpe, Rotherham, South Yorkshire S63 9BY. 01709 888127 Also available from Summit Software, Units 5-7, Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN. 01977 797777

Price

£12.99, postage free

Versions

A500/A600/A1200

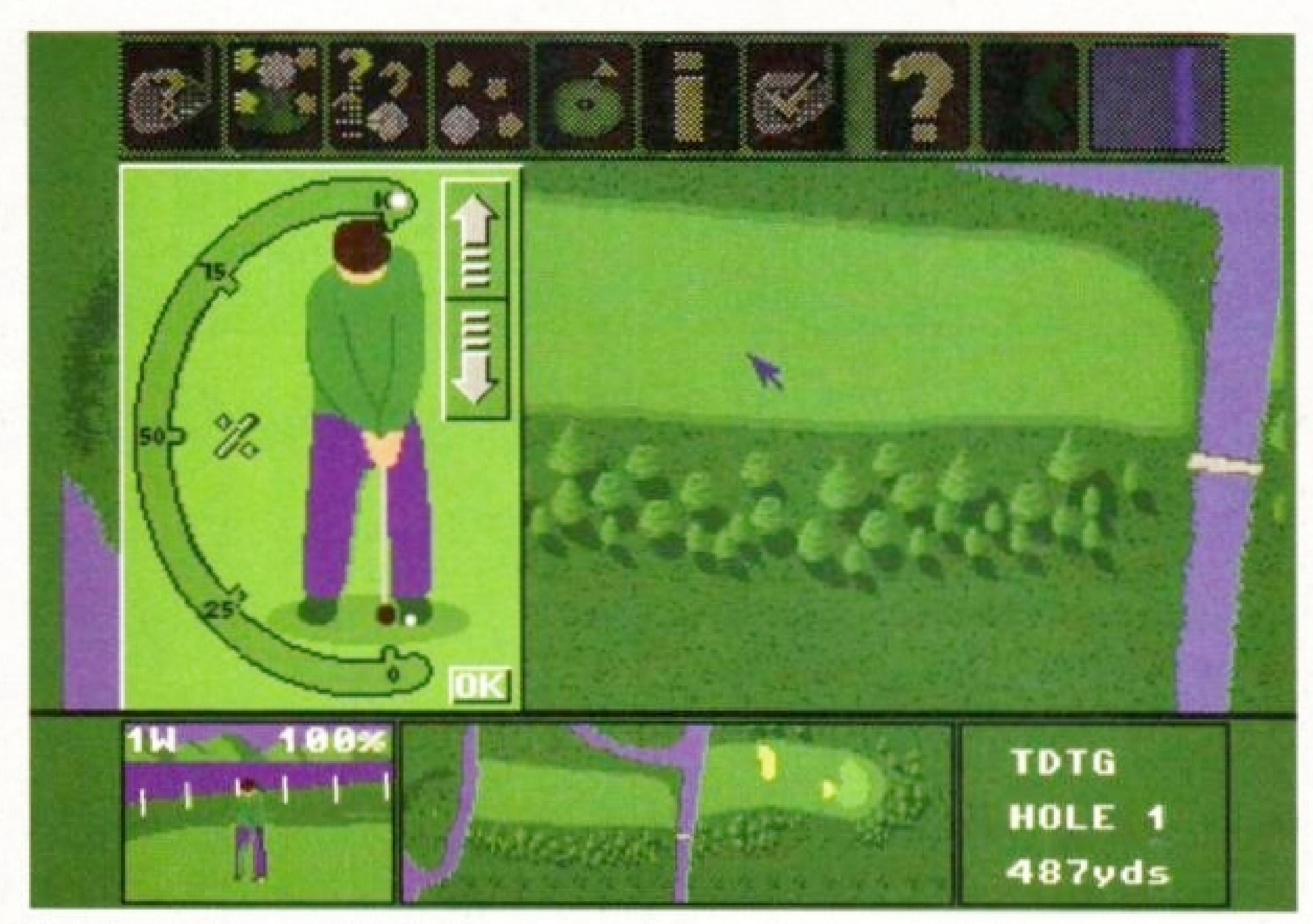
System requirements

1Mb

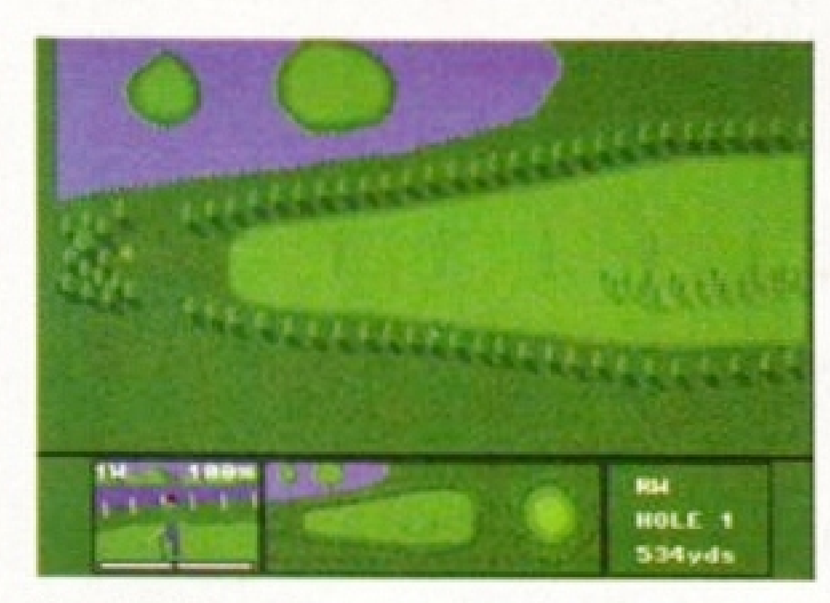
Release date

Out now

43%



It's as impressive a tree-lined a fairway as ever there was, but *International Golf* still lags behind *PGA Tour* in the playability stakes.



It's a bit like using a wood on the green instead of a putter. You get the same, disappointing result.

Amiga golf games have pretty much come to a standstill. Many people, including myself, are of the opinion that *PGA Tour* and its recent successor *European Tour* are far and away the best examples. Grandslam's *Nick Faldo* is fine too, but there's not a great deal else to shout fore for.

International Golf simply tries too hard, and subsequently suffers. The original *PGA Tour* came out some four years ago. It remains simple, playable and a sports game to which you will always return, much in the same way you do with that other great sportfest *Sensible Soccer*. *International Golf* however, is bogged down with options.

Check your club, shot power, shot type and direction. Right. Oh, I've got to change everything again next shot? Perhaps we've been spoiled. Perhaps we're just lazy, but I want to get on with the game without such distraction.

Graphically, it has a fairway to go. Boom, boom, exclaims Basil Brush from the stalls. The view is of the almost-but-not-quite-above perspective and pleasantly effective, while the green is over-viewed and complete with tiny arrows to denote the curvature of terrain. The detail isn't sufficient to enable accurate putting and the ball moves rather too quickly. It doesn't feel right. So you're better off with *PGA Tour*, really.

Sword Of Honour



"It's my bungalow!" "No, Grasshopper, it's my bungalow!" The Samurai warriors do battle.



You can battle foe with mouse, joystick or keyboard. And the joystick and mouse can be used in tandem. That was a public information announcement from the Ministry For Serious Captions.

SWORD OF HONOUR

Publisher

Megatronix Software, 21 Tiled House Lane, Brierley Hill, West Midlands DY5 4LG. 01384 77172.

Price

£19.99

Versions

A500/A600/NOT A1200

System requirements

1Mb

Release date

Out now

36%

There is splendid game called *Budokan*. It's a martial arts beat-em-up and wonderfully considered fare, quite different from the majority of pugnacious titles. You do battle, bedecked in baggy white outfits, with sticks and chains and poles. It must be four years old now. *Sword Of Honour* looks rather similar to its ageing counterpart and involves hacking and slashing, as well as gathering objects to bribe opponents with, and following the text-based hints along the way. But hints to what? To recover the stolen *Sword Of Honour*, of course.

Sword Of Honour is rather pretty, though ponderous and linear in the extreme. The sprites move slowly yet fluidly as you traverse the various screens taking on all comers, but it's neither good enough to combat the best of the beat-em-up genre or exciting enough to sustain interest as an adventure game.

Which makes it rather redundant, and a little expensive.

Steve Bradley

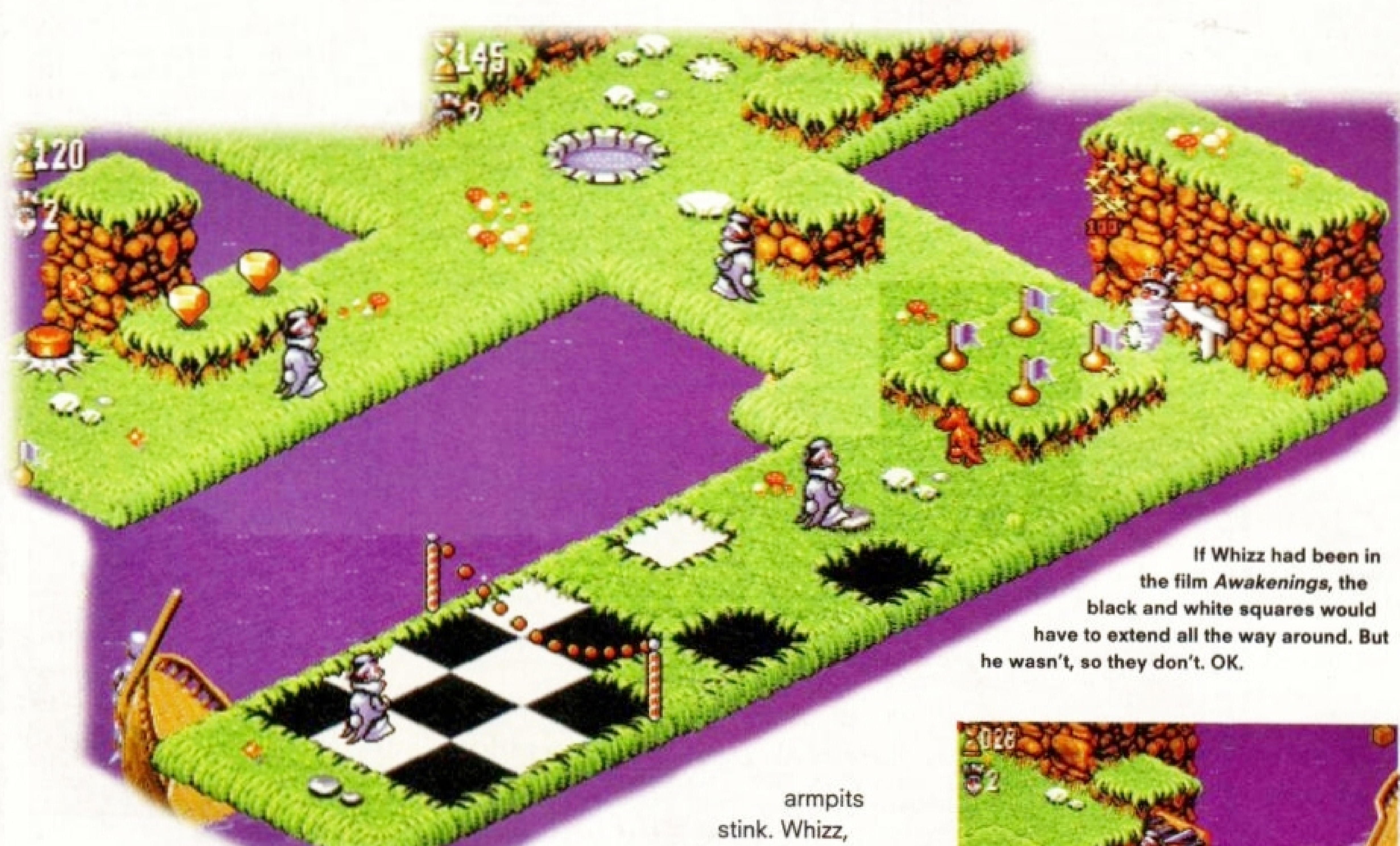




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SECOND SAMURAI

The rat is chasing the rabbit in a hot-air balloon. The rabbit gets out and a 3D platform game begins, which is where Steve Bradley comes in. Hurrah!

Whizz A1200



If Whizz had been in the film *Awakenings*, the black and white squares would have to extend all the way around. But he wasn't, so they don't. OK.

A piece of advice, care of Ferris Bueller Esquire. "Life moves pretty fast. If you don't slow down and take a look around once in a while, you might just miss it." Such counsel should be taken on board by young rabbit Whizz, who would appear to be on the wrong side of late for a very important date.

A rabbit flies around the world in a hot-air balloon pursued by a rat. I don't know why, only that, occasionally, the rabbit jumps balloon and runs around collecting bobs and ends and sods and bits as quickly as possible.

If the rabbit fails to complete the 3D level in the allotted time he starts again. If the rabbit completes the level, enters the next level only to come unstuck, he starts again on the later level.

However, should the rabbit run out of lives, no matter how far into the levels he's progressed it's game over and back to the start. For the player (for he or she is that very rabbit) of the game, this is extremely annoying.

As my Scottish colleague McGill would say, it makes your oxters ming. He is correct – it indeed makes your armpits stink. Whizz, readers, is stinky armpits. It is stinky armpits because the control method is finickety to the point where your blood boils, as you tumble yet again because you failed to jump in the right direction.

Of course, practice ensures a certain degree of competence but it don't hide the fact that this particular game does not lend itself to the perspective grandly known as isometric 3D. You may well be impressed as you gaze at the colourful screenshots.

Iz Whizz the biz?

Whizz DOES look good, the parallax scrolling is smooth as you soar across platforms above a shimmering sea littered with the wreckage of ships. Oh, it is pretty.

But it is stinky armpits if you are, and most of you would be were you to make a purchase, using a one-button joystick. Move the shaft and press Fire to jump and if you wish to kill a baddie, press Fire to spin – not easy. Not nice.

The combination of extremely fiddly control and odd perspective ensure frustration is always at the end of the street as you attempt to flit around at pace while the sands of time trickle slowly away.



The farmer won't need to get his gun, gun, gun if Whizz continues to act with such disregard.

As you learn the levels, most of the baddies become superfluous – you simply take the shortest route possible, avoiding trouble, collecting the right pieces, before hopping to the exit which becomes very dull, very quickly.

The *AF* team tired of *Whizz*, most throwing down the joystick with frustration at the unforgiving controls and the send-you-back-to-the-startness of it all. Avoid *Whizz* if sanity is your bag, as they used to say in the Sixties.



The short animation sequences enliven the proceedings, as you can see.

WHIZZ A1200

Publisher
Flair Software 01661 860260

Price
£25.99

Versions
A1200

System requirements
A1200

Release date
Out now

Category	Score
Graphics	8 out of 10
Sound	6 out of 10
Addiction	3 out of 10
Playability	2 out of 10

Graphics: **Certainly the high point of a game with few.**

Sound: **You can, and indeed will, turn off the music.**

Addiction: **A joypad-chuckingly annoying experience.**

Playability: **A bloody nightmare.**

Overall verdict
A pretty, yet ultimately extremely sloppy platformer. Take a look at life, instead.

38%

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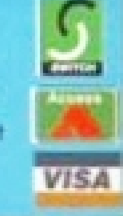
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Steve Bradley pits Krisalis' new football extravaganza against two *Amiga Format* favourites: *Sensible Soccer* and *Empire Soccer*.

Manchester United: The Double

There is a new test we at *AF* have recently devised, especially for the arrival of a new arcade football game. The whippersnapper must prepare to be played in tandem with our two favourites which happen to come from opposite ends of the footie spectrum, *Sensible Soccer* and *Empire Soccer*.

Sensible Soccer because it is simply fabulous – huge, open pitch, right teams, right kits, names, everything you want in a football game. *Empire Soccer* for its mad cartoonesque japery, enclosed pitch, huge sprites, special shots and positive *Speedball*-in-shortsness (as described by one correspondent).

Sensible shorts

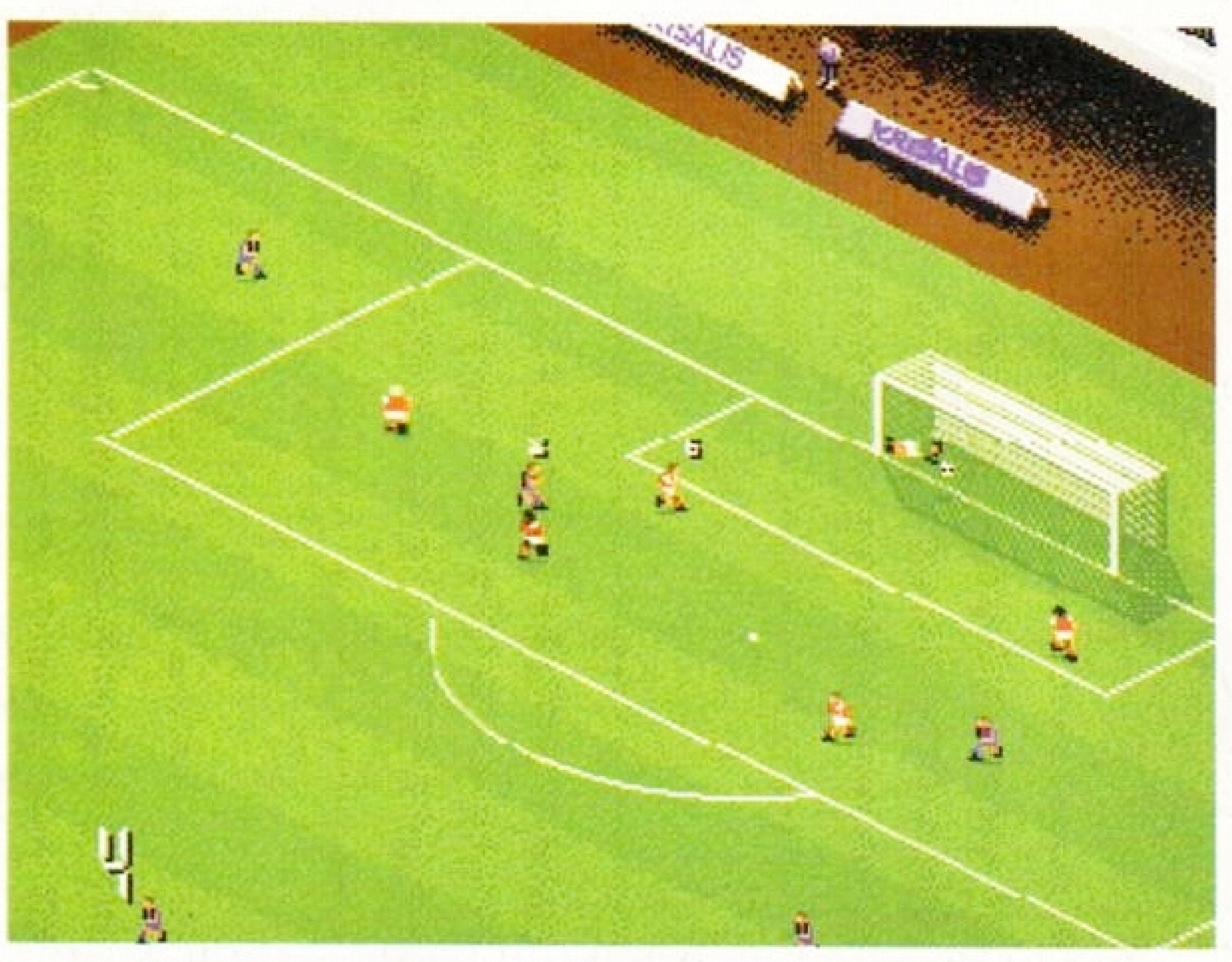
Anything close to either of these games impresses us. In fact, why has no-one ever thought of merging the two footie greats to make *Unsensible Speedball Football In Shorts*?

Manchester United: The Double, is the fourth in Krisalis' series of arcade games featuring the name of the popular Lancashire side. *Manchester United Premier League Champions*, the previous incarnation appeared a year ago and looked quite similar to *Sensible Soccer*, but it played more like the original *Kick Off 2*. It was FAST, too fast for many.

The major difference between *The Double* and *PLC* in arcade terms is the perspective – from viewed-from-above it is now isometric a-la-*FIFA Soccer* and visually it pleases the eye. Otherwise, no changes playwise.

What Krisalis have done is incorporate a transfer market into the season option (apparently because folk who bought the last one reckoned this would be a good idea), so you can now buy and sell to strengthen your squad. All the English leagues are included, the teams have squads of 25 players (real names). Their values are not representative of what the club would receive in real life, rather they're based on Krisalis' statistics – 10 facets in all, ranging from speed to shot accuracy, to, well, eight others. Fine. And you can change these abilities – in fact, you can edit just about everything in the game to suit yourself. You can also look in-depth at every aspect of every other team – performance, discipline, fitness, etc. Fine.

If *SWOS* and *Man Utd: The Double* were to play each other at football, then *SWOS* would score a first-minute goal with its 'every team in the world' feature. *Man Utd* features English clubs only.



It may just have been going wide, nevertheless it was a great save by the keeper. And remember, an equaliser here could lead to a level score after 90 minutes.



Man Utd scores an equaliser in the features front with the ability to edit teams and players. It also allows the creation of new leagues.

There is something wrong though, and it is this. The actual arcade game – the most important part, let's face it – hasn't aged well. At all. The play is so quick you don't feel you're ever in control of the game. Consequently, the ball is difficult to tame, moves are not easy to plan – it just isn't considered football, nor is it fun.

All too often, the hoof up the middle is employed simply because it's so difficult to do anything else. Rather than pressing the fire button to shoot, you have to hold the button down and release. Of course, this takes some getting used to, though fans of *Kick Off 2* may well prefer this method. The TactiGrid, included in *MUPLC* is here and it enables you to tailor formations to a tee, and a splendid option it is too. But the pace! You just want to stop the game and ask everyone to slow down a bit.

Manchester United: The Double isn't a BAD game. It's just been left behind. *Football Glory* does it better. *Sensible* does, and always did, do it better and it has more teams, more players, more options and plays a better game of football.

It's odd. The same reviewer, reviewing the same sort of game, which, if anything, is slightly better than its predecessor. Yet the percentage score has dropped 22 per cent. *Manchester United Premier League Champions* was a game we enjoyed 12 months ago. A year on, it's some way off the title chasers. Did we overrate it last time? Well, maybe.

As they say in football though, at the end of the day we have to be honest with ourselves, otherwise we're not doing our job. *Manchester United: The Double* is a poor man's *Sensible World Of Soccer*.

MANCHESTER UNITED: THE DOUBLE

Publisher
Krisalis 01709 372290

Price
£29.99

Versions
All Amigas

System requirements
1Mb

Release date
Out now

Graphics 6 out of 10
Nice perspective but rather shabby overall.

Sound 4 out of 10
White crowd noise. Turn it down, please.

Addiction 5 out of 10
***Sensible World Of Soccer* is a much better game.**

Playability 5 out of 10
***Sensible World Of Soccer* is a much better game.**

Overall verdict
A slightly better than average football game. *SWOS* does it better.

59%

SOCCER SUPERSTARS

Publisher: Flair Software ■ Price: £29.99 ■ Versions: A500 ■ System requirements: 1Mb ■ Release date: Out now

English football in crisis, scream the headlines. Drugs, assaults, match rigging, prison sentences – our national sport sinks deeper each day, many would have us believe. Solemnly, we must report another tragedy; a tragedy of such calamitous proportions only frequent exposure to eight-player *Super Skidmarks* can avert the symptoms of extreme anxiety brought on by participating in *Super Soccerstars*.

***Soccer Superstars* is a viewed-from-the-side arcade football game with large sprites, whiter-than-white crowd noise, 32 international teams and the players are all fictitious. It looks not dissimilar to Anco's *Kick Off 3*. Fouls cannot be committed on the field of play apart from in the penalty area which leads, as one would expect, to the penalty spot.**

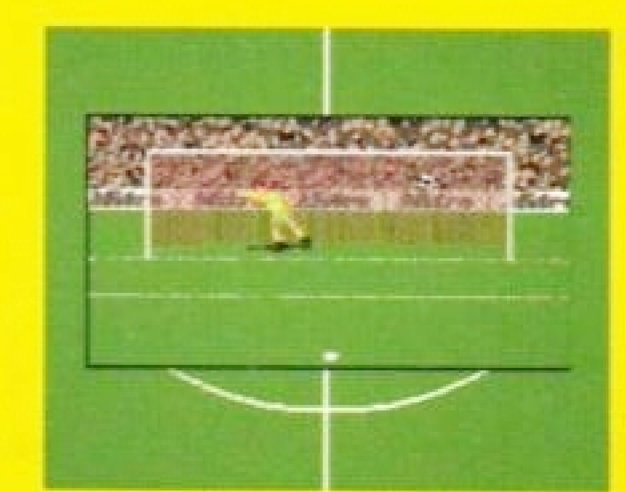
This game is clumsy and slow and the players are on the wrong side of sluggish. Passing and tackling is hopeful rather than considered, and with a little practice, guaranteed routes to goals are easy to discover. A power bar appears when you hold down the fire button allowing you to increase the velocity of your strike. But who cares?

And after forking out 30 quid, you really don't want to (for example) turn to page two, count down 14 lines, then 13 words across and input said word to play the game. Copy protection is all well and good but punishing the souls who spend hard-earned is a bit much.

So *Soccer Superstars*, why make an appearance at this juncture, at a time when the competition's defence is virtually impregnable?



The keeper looks like he's diving in at the deep end. The players don't move their arms much do they?



Oh, the goalkeeper's gone the wrong way. And he's standing right in the back of the net.

18%

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Man Utd Premier League Champions
Kick Off 2

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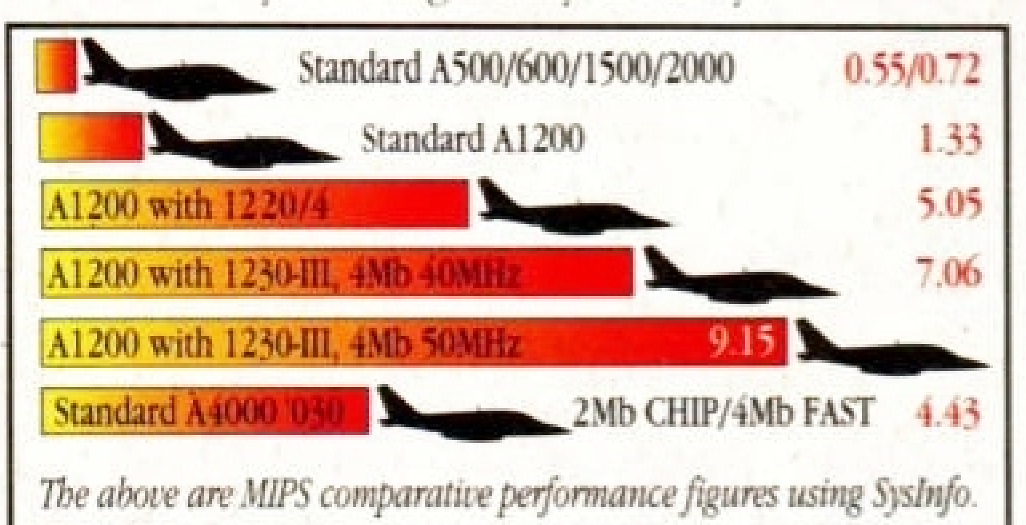
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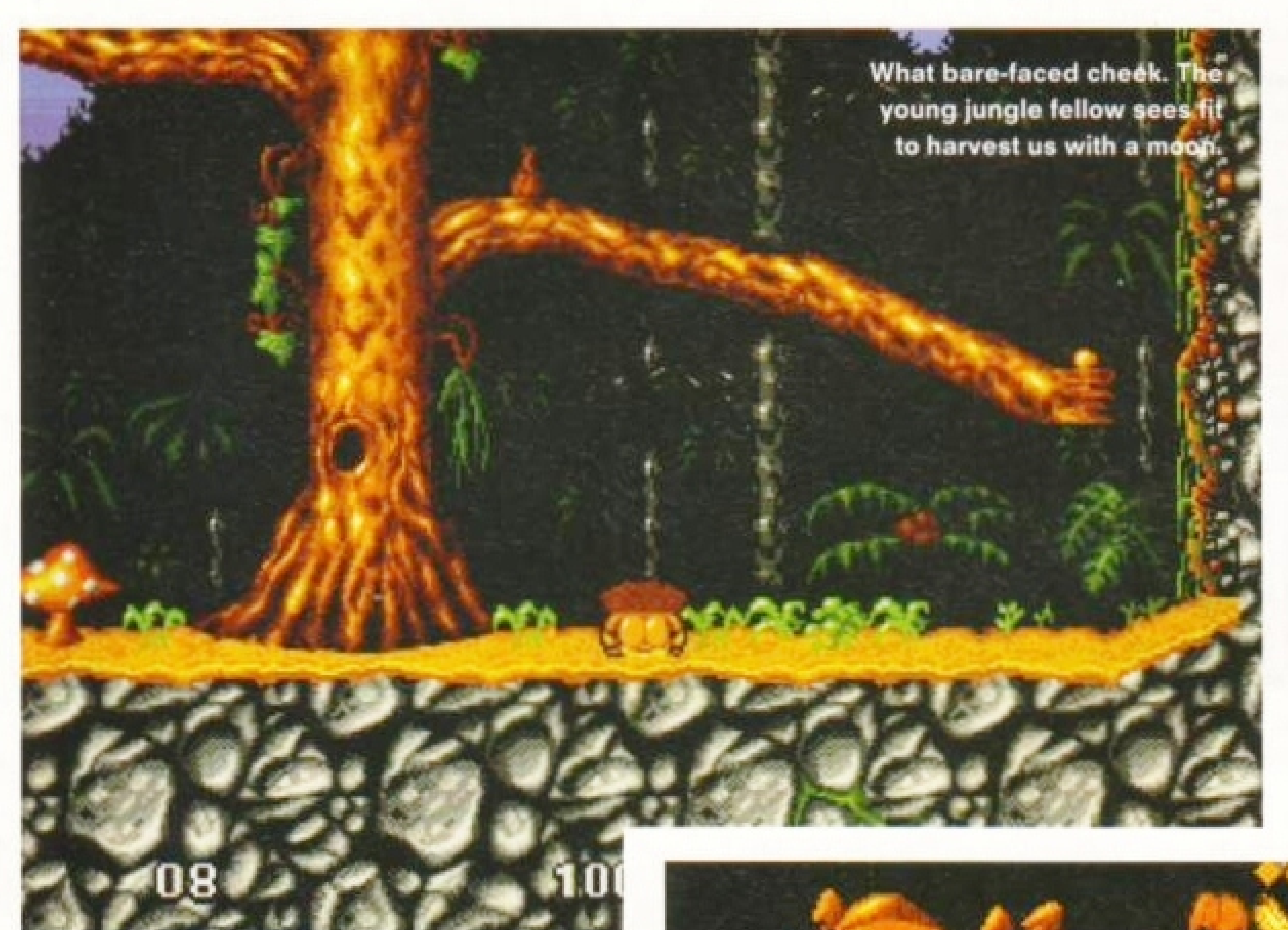
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Steve Bradley has a rumble in the jungle with a young lad who spends his time spitting and baring his bottom. Now, what sort of example is that?

Ruffian



Some of the pixies are very difficult to reach. And there are spikes to avoid.



What bare-faced cheek. The young jungle fellow sees fit to harvest us with a moon.

The simpler the plot the better. Witch doctor sends Small Ruffian Boy Who Likes To Bare His Backside to jungle to save pixies from carnivorous plants. Witch doctor leaves bits and bobs in jungle to help Small Ruffian Boy Who Likes To Bare His Backside in his task. Small Ruffian Boy Who Likes To Bare His Backside's principal weapon is the ability to gob/spit/chipe on the creatures of the jungle which, interestingly, include parrots and monkeys. And lizards.

Oddly, the title screen features five pixies working out – pressing up, lifting weights and stretching. Surely, fit young pixies could not fall prey to the wiles of the meat-eating plant? But they have, so they can. And they did.



The baboons are tough nuts to crack. Look good, don't they?

Bum deal

Platform protagonists are not usually wont to 'moon'. Sonic The Hedgehog doesn't wear pants – he has a somewhat bushy bottom, while the idea of 'Super' Mario running around sans dungarees is perfectly abhorrent, but Ruffian, when not engaged in fetching/running/jumping/shooting turns around and SHOWS HIS BOTTOM. What bare-faced cheek!

So here's the deal. You have a certain amount of time to rescue a given number of pixies from each level. As the difficulty level increases, so do the pixies. Chiping on them saves them and when you've collected the last pixie, hotfoot it to the exit and the next level.

Grandslam, in their wisdom, have avoided the oft fallen into trap of providing a racy backbeat to the ledge antics (only the quirky *Toki* managed to pull this off), opting instead for jungle effects and a fine hooiiik – that's the noise you make when preparing to spit.

Nevertheless, such finery cannot hide the fact that there is no point to *Ruffian*. Admittedly, I enjoyed playing it, because I haven't played a platform game for an age, but there are far better platformers which will probably cost half the price. I say probably, because *Ruffian* is of the dreaded price TBA – To Be Announced. So if they charge a tenner, then great. But £26? Woah!

Ruffian is fair, for the most part. The platforms are bounders, the puzzles are head-scratching and spitting, despite being the bane of mums throughout the Home Counties, is phlegming fun. But once you've chuckled at the gobbing and hooted at the bottom-baring, you've been there, seen that, done that, as the chaps on the advert say.

An average platform game which adds nothing to this somewhat comatose genre. That's *Ruffian*.



Bob's already been up that dead end.

RUFFIAN

Publisher
Grandslam 0181-680 7044

Price
TBA

Versions
A500/A600/A1200

System requirements
1Mb

Release date
Out now

Graphics 5 out of 10
Be damned, you are dull and not interesting.

Sound 8 out of 10
Super spitting sounds. A definite high point.

Addiction 4 out of 10
Well, it isn't really. No, not in the least.

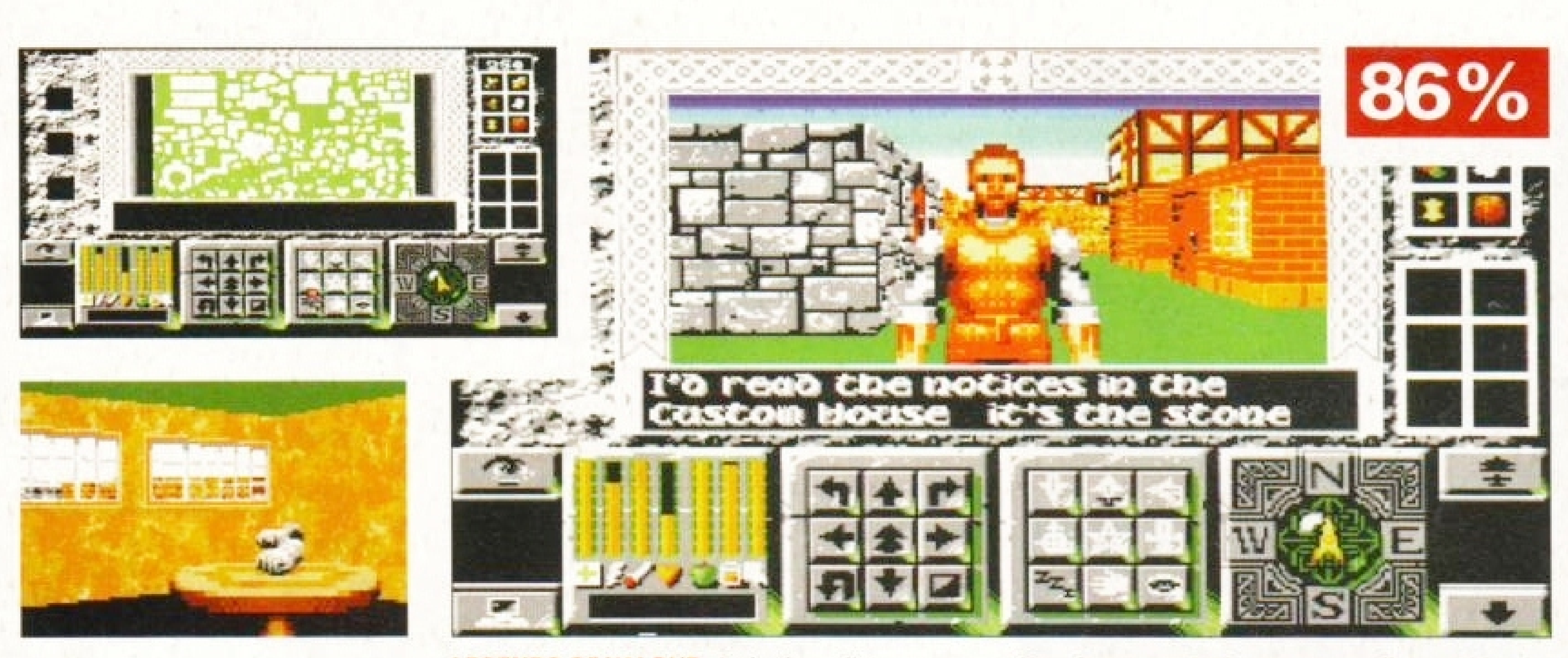
Playability 5 out of 10
Allegedly, a ledge. Hop it.

Overall verdict
A ledge too far, *Ruffian* (TBA) is steeped in mediocrity.

50%

They have been on the shelves before, only last time round they cost a little bit more. This month's Re-Releaser is Steve Bradley. Onward...

Re-Releases



LEGENDS OF VALOUR: A shadowy figure appears. You dart towards the nearest wall, crouching in terror. You want to run but your legs freeze. He's close now. "Got the time mate?" he asks cheerily.



LEGENDS OF VALOUR

Kixx 0121 625 3311 ■ £12.99
Reviewed *AF44* 91%

New RPG and adventure games are awfully thin on the ground these days, despite being *AF* readers' favourite genre. We know – reader surveys impart such vital information.

Legends Of Valour is a graphic adventure set in the quaint, Germanic-sounding town of Mittledorf and your task is to rise through the social order like a minor media celeb on the make. The environment is open-ended, so you can approach the set tasks at a leisurely pace (indeed, is there any other?), taking time to get to know the locals and suss out the town.

Brawling and beer drinking are high on the list of activities, always a fabulous attraction in the computer game. The texture-mapped graphics are impressive though the caboodle is a tad slow on the A500 – if you are loath to spend time disk-swapping, don't even think about *LOV* unless you've got a hard drive.

But lo, it's humorous and fun to play, which sounds like quite a recommendation. It is.

64%

A10 TANK KILLER: Tank raking is an activity indulged in by few, but *A10 Tank Killer* is the ideal opportunity for those thinking about taking it up to have a quick blast.

CHAMPIONSHIP MANAGER ITALIA

Domark 0181 780 2224 ■ £24.99
Not previously reviewed

"Come here, there's more," one particularly amusing, welly-sporting Irish comedian might suggest when referring to Domark's *Championship Manager* series, a collection of releases described by one former colleague as a never-ending cash cow.

For argument's sake, let us be cynical for a moment. Football management games are proven sellers, persistently commandeering the upper reaches of the charts. You are in the boardroom at a software company discussing possible projects.

The choice comes down to producing what is essentially an updated version of a previously successful product or branching out, investing in something new and exciting, groundbreaking even. So, a football management game it is then.

And Domark are by no means the only culprits here – and at least their 'products' are of a consistently high standard. We've had numerous versions of *Championship Manager* including upgrades, offers of free books and the like but can they seriously justify another full-priced release?

Championship Manager Italia '95 is an updated version of the last game (*AF58* 85%, £17.99), based on the first and second divisions in the Italian league. It's seven quid more and you'd need to be a serious fan to buy it.

A10 TANK KILLER

Kixx 0121 625 3311 ■ £16.99
Reviewed *AF22* 75%,

Why is the two-year-old *Legends Of Valour* 13 nicker and twice-as-old *A10* four quid more? Anyway, rust plays no part in this game, for the tank killer in question is the A10 Thunderbolt II, an aeroplane. The graphics have been tarted up, extra missions added and the sound effects tweaked, while the in-game music is a tuneless aberration.

You're American and you have to shoot Russian tanks. Unfortunately, it's a tad slow and in the intervening years, superior games have been released, and indeed re-released.



CHAMPIONSHIP MANAGER ITALIA: Another *Championship Manager* game arrives just in time for an end-of-season upgrade.

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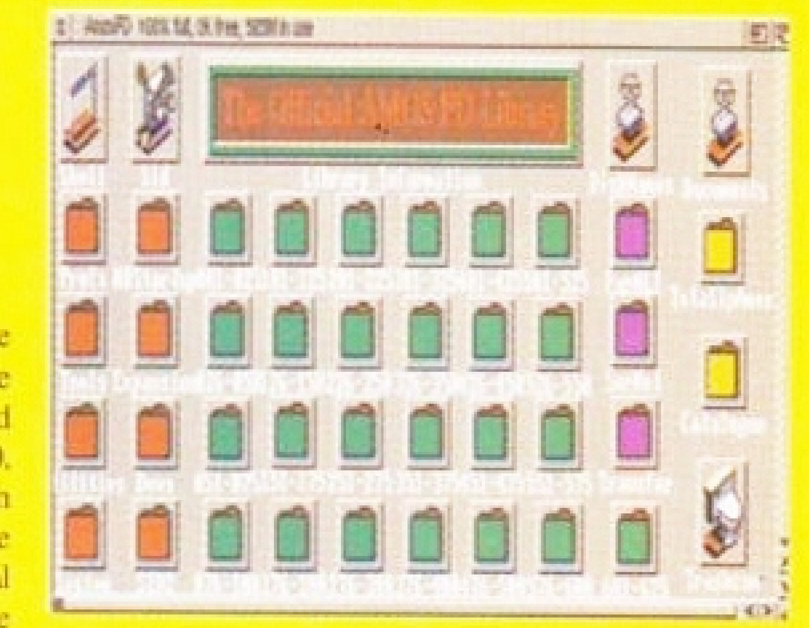
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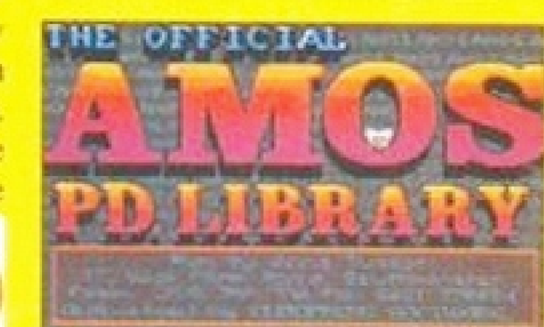
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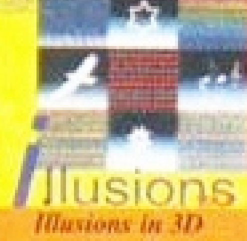


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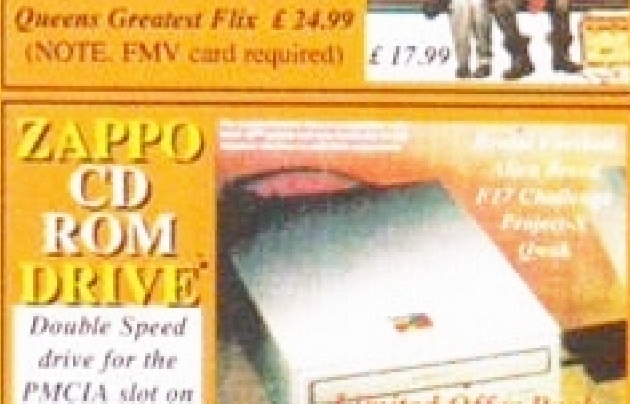
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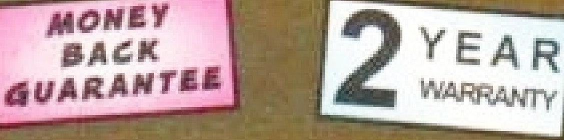


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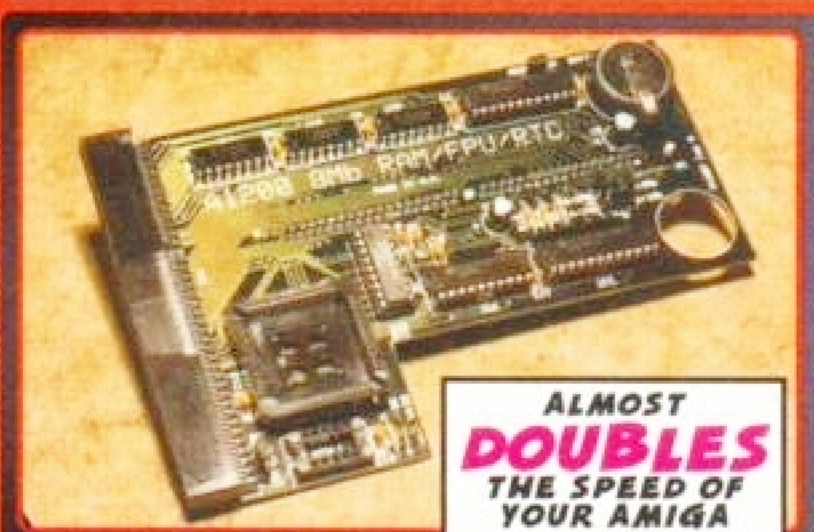
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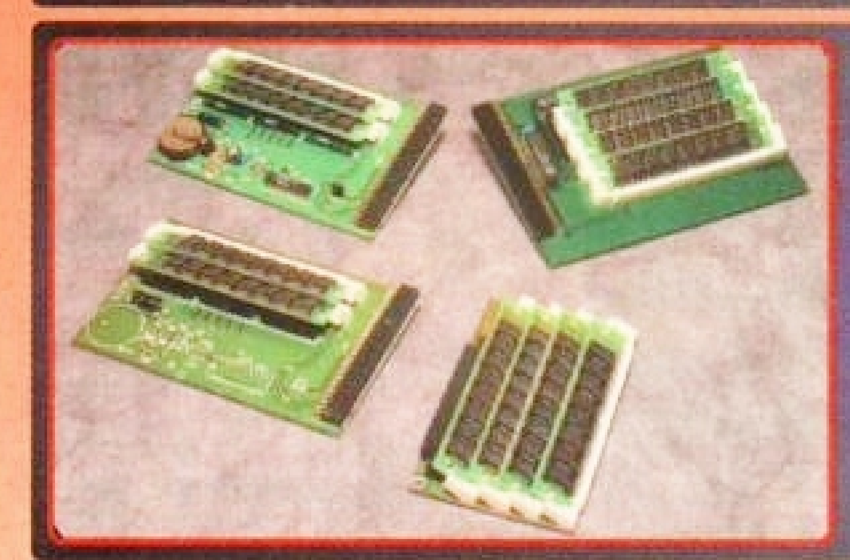
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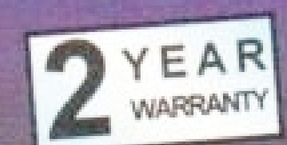


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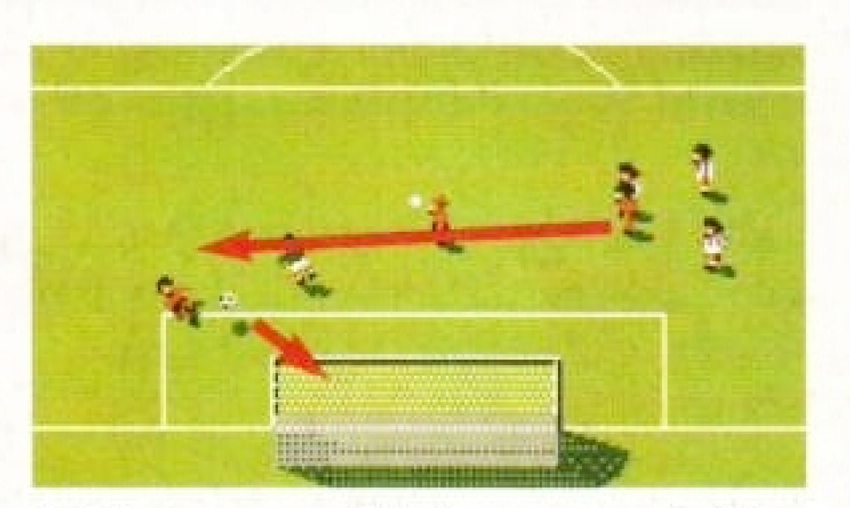
SEND IT IN

If you have a hint, tip or cheat to share with other Amiga gamers, write to: Steve Bradley, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Or better still, send it on disk.

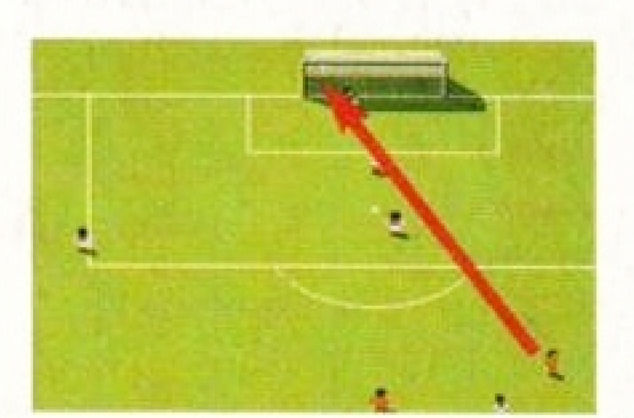
Steve Bradley demonstrates some of the new skills you need to tackle *SWOS* and explores the finer points of feudal farming in *Lords Of The Realm*.

GameBusters


Head to the penalty spot and at the last minute turn on a sixpence, either left or right, and blast the ball into the roof of the net.


Into the box you go. The keeper moves but it's too late. You've slipped the ball to your mate on the other side of the box and he slides in.


Simply dribble the ball past the defenders and the goalkeeper and slot it home. This often depends on the attributes of the player.


You're miles out. The keeper is chatting with fans behind the goal. You unleash a bending howitzer into the top corner.

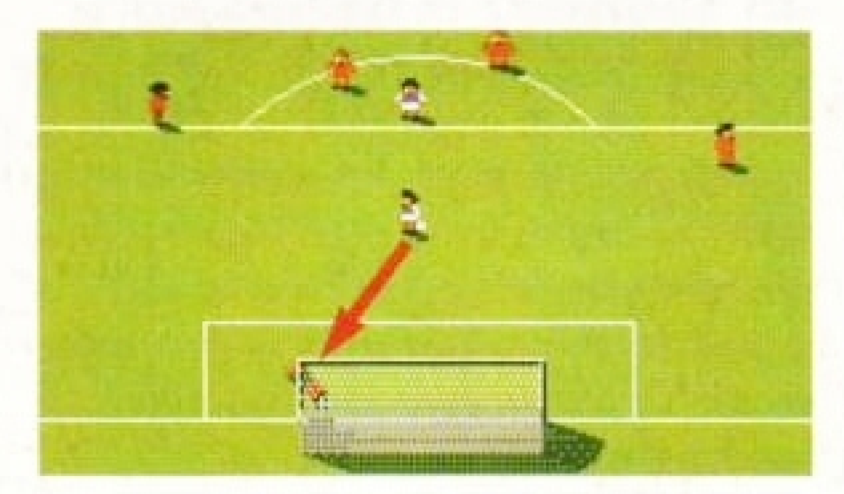
SENSIBLE WORLD OF SOCCER

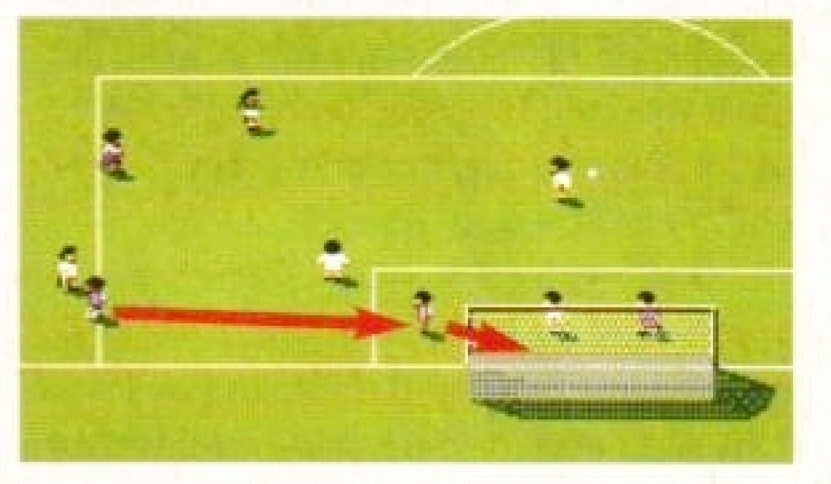
Reviewed *AF67*, 95%
■ Renegade 0171 481 9214

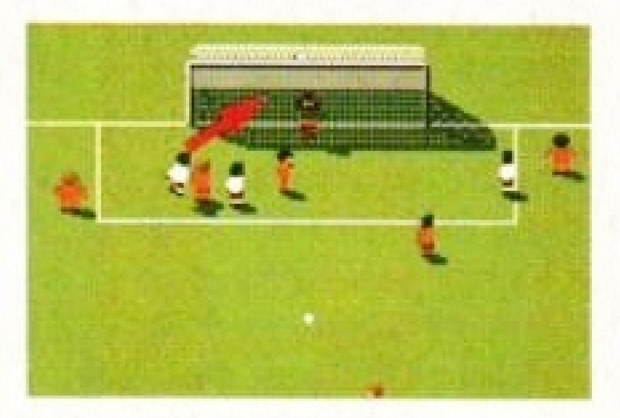
Are YOU having trouble scoring goals now that *Sensible World Of Soccer* keepers are like St Peter at the gates of Heaven. I think.

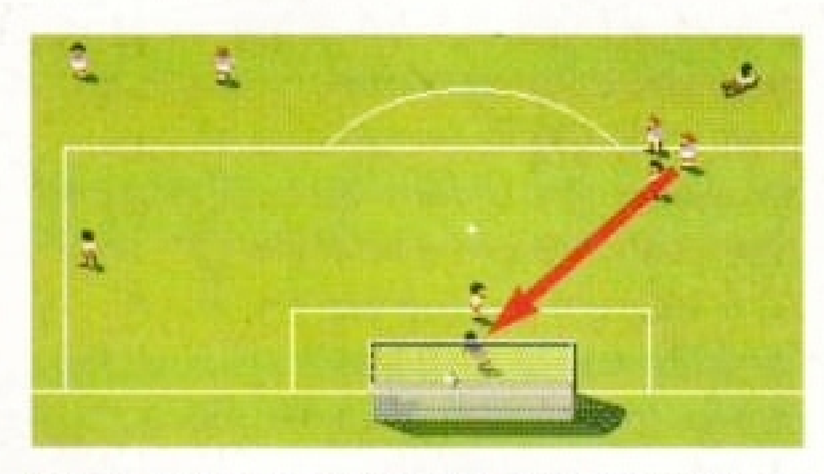
No longer can you dash to the edge of the box and let fly into the bottom corner, so here are a few tips we've recently made up. Of course, you folk have much more time on your hands to play the game, so if you've got any goalscoring hints (we're all completely brilliant, of course) then drop them in at the usual address.

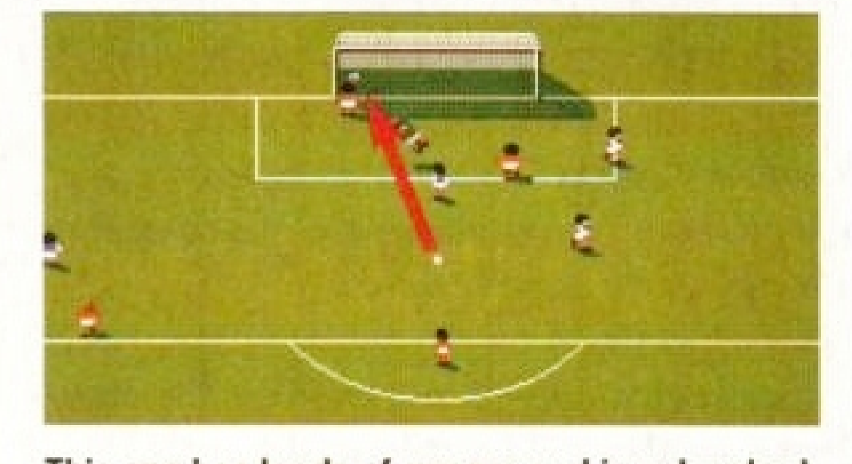
We are particularly interested in any cunning set pieces you may have worked out. We might even send you a sensational *Sensible World Of Soccer* whistle. If you're very lucky.


The penalty. OK, you all know how to bury home a spot kick but for those new to the game, a full diagonal click does the trick.


Intricate passing has lured the hapless keeper to the edge of the box. Knock the ball to the man at the near post and calmly slot home.


The set piece at the corner. Bang it into the near post, pull your striker out and then back in and head the ball into the net. Cool.


You confidently arrive at the corner of the box and using outward after touch, beat the keeper with swerve, verve and indeed, pace.


This one has loads of swerve and is unleashed from around the penalty spot. Rejoice as you take the spoils.

Continued overleaf ➡

HELPING HAND

Steve Bradley offers words of hope, encouragement and consolation to confused gamers.

IN PURSUIT OF LEISURE

I've been stuck on *Leisure Suit Larry 2* and I'm frustrated. I'm at the top of a mountain and there is a green lift but it's operated from within. No matter what I do, it's wrong. I've got sand, matches, hair rejuvenator and a sick bag in my inventory, so what do I do?

Adam Kemp,
Broxbourne, Herts

At the top of the volcano, head straight past the elevator towards the crevice. Have you got a bottle? Come on, Adam, you need a bottle. Put the sick bag in the bottle, light the sick bag and chuck it into the crevice – the elevator door will now open for some bizarre reason.

GUN FOOD

I'm writing to ask if you can offer assistance on *Cannon Fodder*. I can get to the first phase of Mission Eight and then things go badly wrong. Help.

Christopher Peters,
Clacton, Essex

Visit faraway places, meet new people and, er, shoot them to bits.

The enemy troops come thick and fast so exterminate with haste. Then switch to rockets and head for the two huts. Hide behind the trees on the other side of the river and shoot the first few soldiers then rush in and take out the sniper. There is a mine between the bridges – blow it up, but beware of the booby-trapped bridges for they're spiked.

Now rocket the huts and head back to the top right of the screen and blast the soldiers. Beware though, because the approach is also booby-trapped – grenades are so choice, as Ferris Bueller might have pointed out.

Interestingly, this information was cribbed from Cam Winstanley's Cannon Fodder *playing guide, now reprinted and exclusively available in our mail order pages (page 132). And Amiga Power's.*

GOING APE

In *Monkey Island 2*, I've found the fourth map piece in the cottage and I know how to get it, I have to beat the old guy

Continued overleaf ➡



ZEEWOLF
***AF66*, 90%**
■ Binary Asylum 01225 428494
Binary Asylum's popular *Zeewolf* game is still stumping some of you. Passwords are called for. Here they are. Enter them in lower case, and you jump to the mission number next to the word.
imago (5)
tiburon (9)
argus (13)
marten (17)
sockin (21)
gannpay (25)
frampage – this allows you to fly the Kestrel VTOL

FRONTIER: ELITE II
***AF54*, 90%**
■ Gametek 01753 553445
If you are on the Bulletin Board ready to agree to an assassination, click on the Hang Up button and not the Telephone icon once you've agreed. If you don't, your target won't be there when you reach your destination and you'll fail the mission.

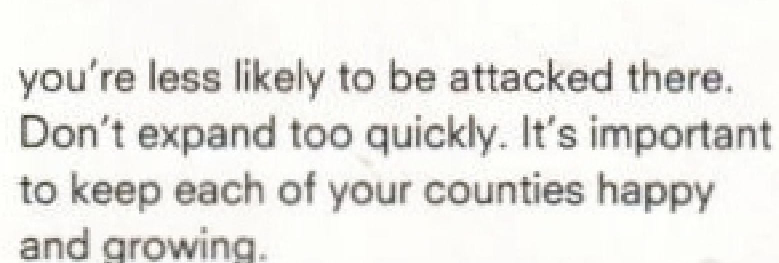
Kieron Murphy, Dundalk, Republic of Ireland

MONOPOLY
***AF60*, 75%**
■ Supervision 0171 702 9213
When you land on a road that's for sale, don't buy it. Say no, and the Auction screen comes up. Bid £10.00, but keep bidding and you should get the property dirt cheap leaving plenty of money to build houses.

GA Womack, Great Yarmouth, Norfolk



Possibly the finest beef cattle in the world come from Ayrshire. Unfortunately, *Lords Of The Realm* takes place in England so you'll have to put up with a slower growing and weaker population.



Remember not to expand too quickly, or you'll leave yourself weak in areas that are critically important. Invasion and defeat are not conducive to victory.

← LORDS OF THE REALM
***AF66*, 80% ■ Daze 0171 372 7435**

If your peasants are revolting, if you're not giving your serfs a square deal, you'll be having sleepless knights trying to get your realm in order. Try following our fantastically feudal tips.

Overall strategy
Your first goal should be to increase the population of your first county through successful farming. As soon as you have the men to spare, build an army to guard the town cross. If you don't, the county will be undefended.

Get involved in stone, iron or wood production as soon as you can, or save up funds to buy the resources you need. You should start production as soon as you have excess men, but you need a decent population (at least 1,000 men) before you get much output.

Once you start production, you'll have to weigh the benefits of arming your troops with weapons first (which toughens them greatly, and makes it easier to acquire new counties) or building a castle (which increases your ability to fend off attacks).

If you plan on expanding into a couple of counties quickly, you might as well wait to build a castle until you expand your kingdom. A castle is less useful in the centre of your empire – you're less likely to be attacked there. Don't expand too quickly. It's important to keep each of your counties happy and growing.

Successful agriculture
You may find it easier to specialise in one crop type in each county. If you mix crops in one county, you will be faced with drawbacks that come with each of them, and may be more likely to be short of food at any given moment.

Each crop type feeds people to different degrees, but each type also grows at different rates. Feeding and growth levels are balanced so that each crop type produces the same amount of food in the long run.

Use as many fields as possible without causing a decline in fertility, and without requiring an excess of serfs to maintain them. For cattle and sheep, a greater number of fields increases birth rates and decreases death rates. For grain, only use as many fields as you have labourers to farm them. Sometimes cattle and sheep die from old age, and no amount of farming can prevent it.

With any crop, there are events that appear from time to time that kill or destroy some of its stores. Therefore, it's always a good idea to have a little extra food to cover these events.

Raising sheep
Try not to eat your sheep. They don't give birth fast enough to replace what you would probably eat. They are a cash crop, in that you can raise them fairly quickly, and sell the wool they create for gold. Sheep are an indirect food source, however, in that you can use the money that comes from wool to buy grain. Used in this way, they can feed as many people as any other crop type.

Because merchants have to convert wool to grain, you must wait for them to arrive in your county (and they must sell both grain and sheep). Therefore, it's wise to build up a small stockpile of grain to hold your people through dry spells when merchants don't arrive. To get a sizable flock in a reasonable time, you may wish to buy additional sheep from a merchant.

Bear in mind that sheep give birth during only one season per year, unlike cows, you won't see them growing every season. However, their annual birth rate is higher than that of cows.

Raising cattle
Try not to eat your cattle – they don't give birth fast enough to replace what you would probably eat. They are a viable food source, however, in that you can eat the diary produce they generate

← in a drinking competition. Unfortunately, I don't know what to do, and all I get from the old chap is, "my grog has gone a funny colour." What's going on?

S Moran, Bicester, Oxon

When Captain Rum brings you the grog (the strong stuff), chuck it over the nearest tree and replace it with near-grog (low in alcohol). Sit down, and when Rum returns, confidently neck the almost-but-not-quite-grog and wait until Rum passes out.

When he's unconscious, put the mirror in the frame, then go outside and use the telescope on the statue. A ray of light will bounce off the mirror and shine on a brick in the wall. Pick up the telescope, go inside, pick up the mirror, then push the selected brick. You will fall in the cellar – there's a skeleton with the piece of map. Pick it up. Not the skeleton, the map.

SIMPLE BUT EFFECTIVE
I've been playing *Sim City 2000* for quite a while now and a helping hand would come in handy. Have you got any cheats?

George McGill, Kilmarnock

Sim City 2000: there are few short cuts in the simulated city construction business.

No George, but Manual Kasper from Arbon in Switzerland reckons that if you type in 'porntipsguzzardo' you'll receive $500,000.

WE'LL SEND YOU THE BILL
I'm having trouble with *Police Quest 2*. I get a call on the radio to go to Cotton Cove. Then I get killed.

Craig Gibbard, Wickford, Essex

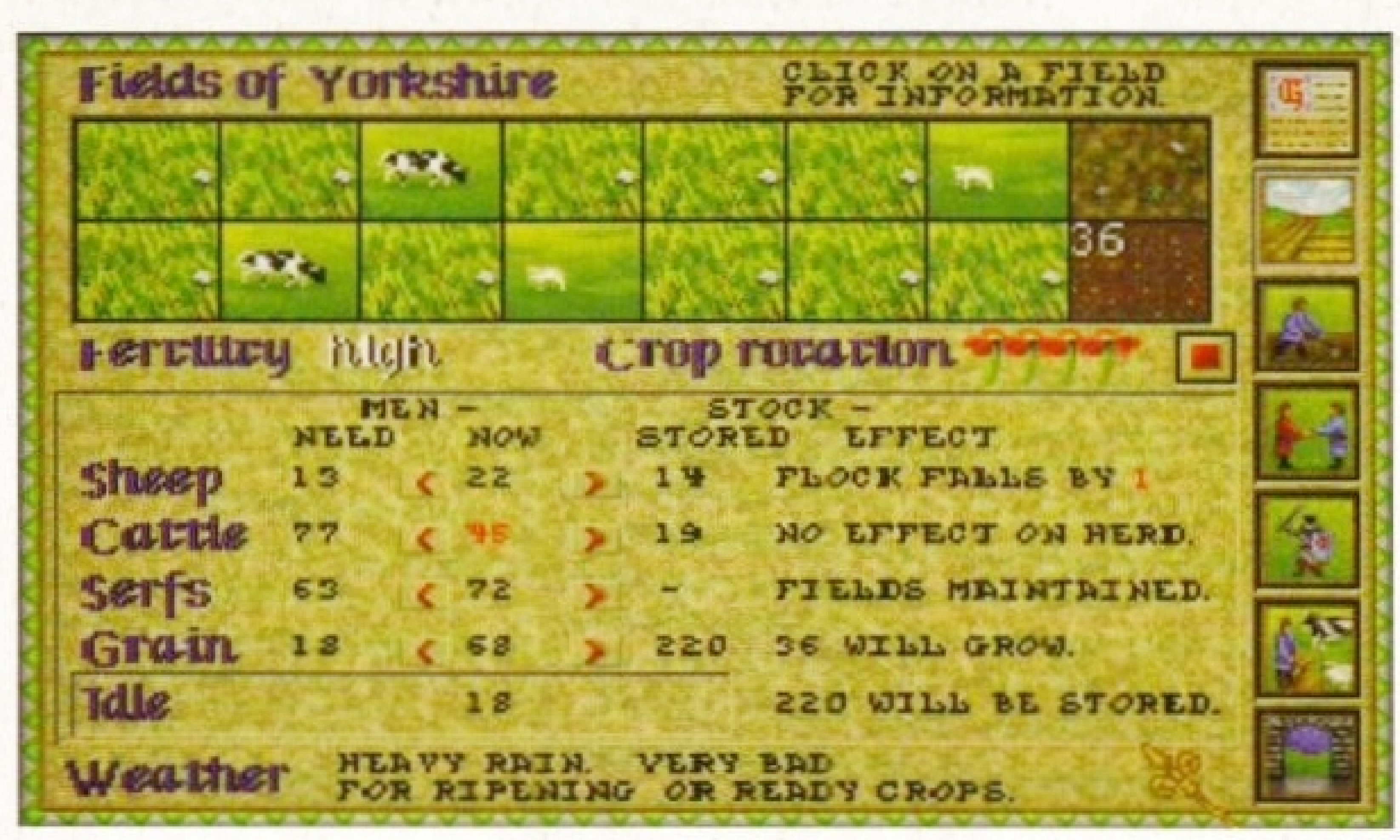
So you're on your way to the cove. Your partner gives you a message about a bet. When the message You're On, appears press Enter. Get out of the patrol car, question the jogger then head left ensuring your firearm is at the ready. When Bains turns up, kill him then head up the screen before you're run over.

BE STILL, MY CHEATING HEART
It's been killing me for ages so I can't hold it any longer. Can you please tell me if there's a cheat that gives you loads of money, all the rides, shops and features on *Theme Park* for the A500.

P Neilson, Birmingham

Sorry, P No. But Christopher Lower form Derby reckons that, in the A1200 version, if you put in your nickname as





OK, so this screen's practically crying out for a Rik Mayall *Young Ones* joke. But we don't know any jokes like that, so just make sure that you don't overwork any fields or you'll suffer accordingly

each season without killing them. As with sheep, invest in your cattle by buying more cows because the herd grows slowly on its own.

Farming grain

Always make sure to keep some grain stored for sowing. If you forget this and miss a sowing season, you can lose a whole year's worth of food. Remember that the grain you harvest has to last for four seasons.

When you allocate labour for sowing, make sure you have enough men to harvest the resulting grain. It takes 1.5 times as many men to harvest as to sow. If you can't fully harvest the grain, you may want to cut back on the sowing to save on grain and labourers. Don't overplant early on. One field can feed plenty of people, and to farm too many hurts your fertility for little benefit.

Consider using grain when you're starting out. It is the cheapest crop, although it's very labour intensive and, unlike cattle or sheep, you can build up a grain stockpile without having to worry about maintaining it.

Building an army

Any type of weapons at least double the usefulness of your fighters. Build or buy weapons as soon as possible. Use maces and axes for a more aggressive army – they are better on the attack. Use spears and axes for a more defensive army. Arm your soldiers with maces and spears if you are short on gold, because their wages will be less this way. Archers and crossbows are invaluable for whittling down foes from a distance. No moderate-to-large army should be without them. Use knights if you can afford their wages (and their doubled production cost).

Fighting ground battles

Surround enemy fighters to attack from different sides. Attempt to lure the enemy into a marsh, and attack from the edge of the marsh. Use knights to outrun or outflank the enemy.

Use archers at the start of the battle. Keep archers out of hand-to-hand combat, or they'll stop firing. If you can lower the enemy's morale from a distance with archers, you may be able to cause a rout without getting hit once. Eliminate enemy archers quickly.

Designing castles

Don't place the central defensive point on the outer edge of the castle – that makes it much easier for the enemy to launch infantry attacks on it. Add plenty of storage space for food and men – halls are good for this. While building, look at the info box's listings for men and food for guidance.



A population in full employment is usually very productive. Especially if their leaders are engaged in a war. Bear this in mind.

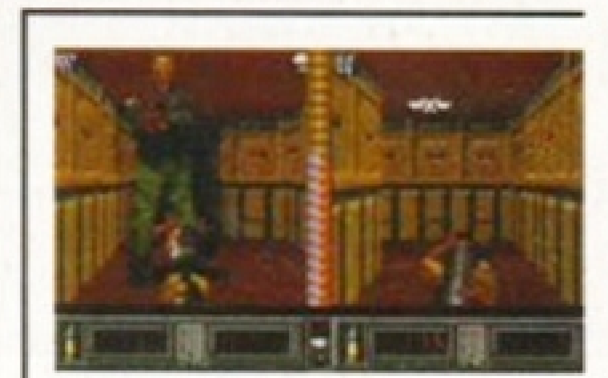
Castles tend to be capable of storing about two seasons' worth of food for their largest possible garrison (at normal rations), so, you may want to garrison the castle with fewer than the maximum men, so food lasts longer.

Remember that a moat buys you extra time in a siege, and requires only labour to build. Try for a concentric castle design, with the central defensive point in the middle. Try starting with a small design, and expand later.

Towers, gatehouses and keeps add a defensive bonus to all fighter, ladder and tower attacks that occur within one square of them. Therefore, the best-defended castles will place these structures no further than two square apart, so that their defensive areas meet. Build a gatehouse on the castle, otherwise you will be unable to sally forth or attempt escape from a siege.

Defence against siege

If your forces are large enough, try taking on the enemy in battle, but be careful because you don't know what the enemy is armed with until you attack. If you plan on sallying forth, garrison your castle with some armed troops. If you don't, then don't waste weapons inside the castle walls but garrison the castle with peasants.



DEATH MASK

***AF69*, 77%**

■ **Alternative 01977 797777**

After completing the brilliant *Death Mask*, I thought you might like the passwords. 2. 52385, 3. 22428, 4. 84843, 5. 22087, 6. 38641, 7. 06395, 8. 33224, 9. 35527, 10. 48962, 11. 65074, 12. 62438, 13. 28283, 14. 85325, 15. 10769, 16. 25324, 17. 43542, 18. 62156, 19. 84678, 20. 57093, 21. 29264, 22. 47446, 23. 75330, 24. 82855, 25. 584574, 26. 38392, 27. 55276, 28. 68163, 29. 75156, 30. 70948, 31. 54334, 32. 39814, 33. 52262, 34. 73164.

David Kennedy, Peterborough

SWOS

***AF67*, 95%**

■ **Renegade 0171 481 9214**

Buy a good goalie, perhaps Schmeichal and avoid conceding goals if at all possible (*good tip, Ben*). When his value gets to seven or eight million, flog him – you get loads of cash. Now go back to the team that you sold him to and buy him back for considerably less and hey ho, profit is immense. Why not do it again. And perhaps again.

Ben Lear, Gnosall, Staffs

Mick and then start the game, then exit, and then continue the game again and press Z, you get park features, X for rides, I for shops and press and hold C for cash – about 50K per second.

THE BLADES ARE GOING UP



If you can't beat 'em, cheat 'em with the *Second Samurai* level codes.

I'm having trouble with the end-of-level baddies in *Second Samurai*. Can you help me?

Julia Preston, Watford, Herts

Try these level codes, Julia.
Level 2: RFBW1CA1
Level 3: UH2RWEYM
Level 4: B4XUDVVY
Level 5: ZHTI4OTI
Level 6: 5ALIC1JF

OPERATION CHEAT

I'm completely stuck on *Operation Stealth*. I've eventually managed to reach the part where I am in the office after the four maze puzzles, but now I haven't got a clue about what to do.

Neil Ruttley, Spalding, Lincs

You're in the office, right? Operate the arm of the statue, which should reveal a safe. Use the box on the safe and Operate it to turn it on. The red light indicates the number order for the code box. For example, if the box shows a seven and the red light is on the far right, then seven is the fourth number. Operate the button to enter the numbers, Operate the box and Take it. The safe opens and reveals some documents. That's enough for now.

LAP OF THE GODS

The Bitmap Brothers' *Gods* is causing me considerable stress. Got any cheats?

D Bradford, Rhiwderin, Wales

Try this. Enter the password option and jot in Sorcery. Corks, you now have unlimited energy.

LEND A HAND

If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself, write it down or send it in on disk and we'll try our best to print it.

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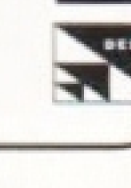
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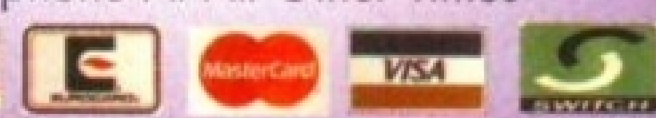
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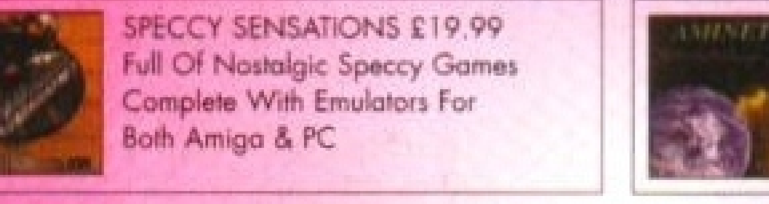
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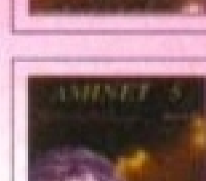
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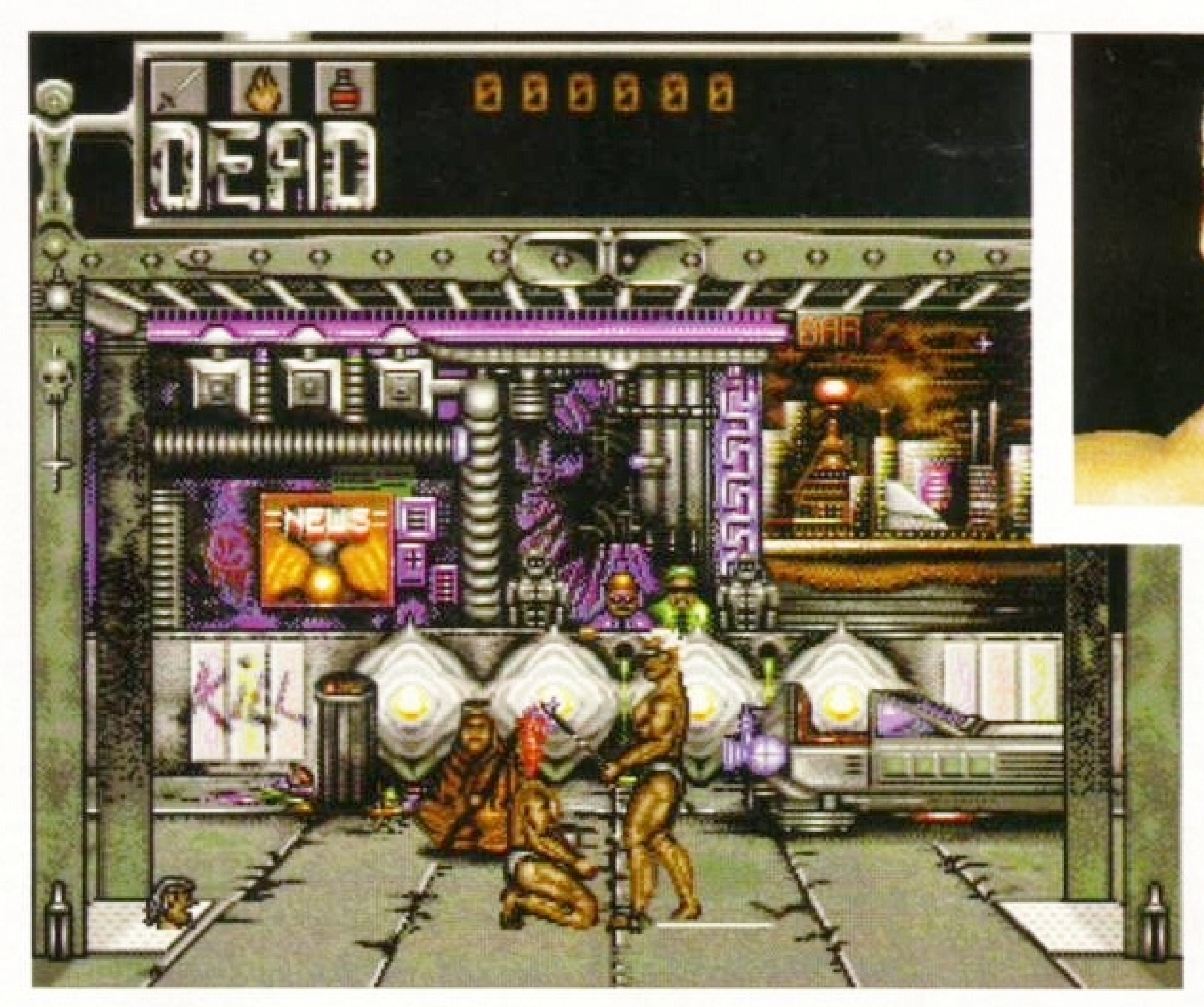
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Steve McGill cruises around the Public Domain and peruses the best it has to offer in terms of games, demos and utilities. And, joy of joys, he's taken on a nostalgic journey back to his innocent youth courtesy of a new ZX Spectrum emulator.

PD Select


CYBERGAMES: The graphics have been spruced up, the sound improved, and a shop added to make this different to *Barbarian*.



CYBERGAMES: In Sweden, steroid-induced, testosterone-based muscle is looked upon as macho.

CYBERGAMES

GAME

By ________*Cyberpunk Developments*
PD library ____________*Freestyle PD*
No of disks _________________*Two*
Price ______________*£2.50 inc p&p*

What's here is goodish in a nostalgic 'my god I loved *Barbarian* when I first got the chance to play an Atari ST back in the Eighties' kind of a way.

All the old moves from the original are in here. The famous/infamous roundhouse decapitation stroke is reproduced in all of its gory detail. As such, under 18s will probably be corrupted, go on the rampage, kill as many people as they can, appear on TV, and start a jail riot. Oops, sorry about that, got carried away there. I saw *Natural Born Killers* last night.

To add variety, various weapons and power ups can be bought in a shop to help you dispatch the increasingly difficult and bizarre cyberpunky opponents that you come up against.

You shouldn't be disappointed. If these guys get the encouragement they deserve, who knows, the next *Mortal Kombat II* or *Shadow Fighter* could be appearing in *PD Select*.

Please note that this game is Shareware. If you like it and want to own the full version, you should send US$15 to one of the members of Cyberpunk Developments.

Continued overleaf ➡

PD Selection of the month

ZX SPECTRUM EMULATOR

UTILITY

By _______________*Antonio J Pomar Rossello*
PD library ___________________________*Kew=II*
*No of disks*___________________________*One*
Price ______________________*£1.50 incl p&p*

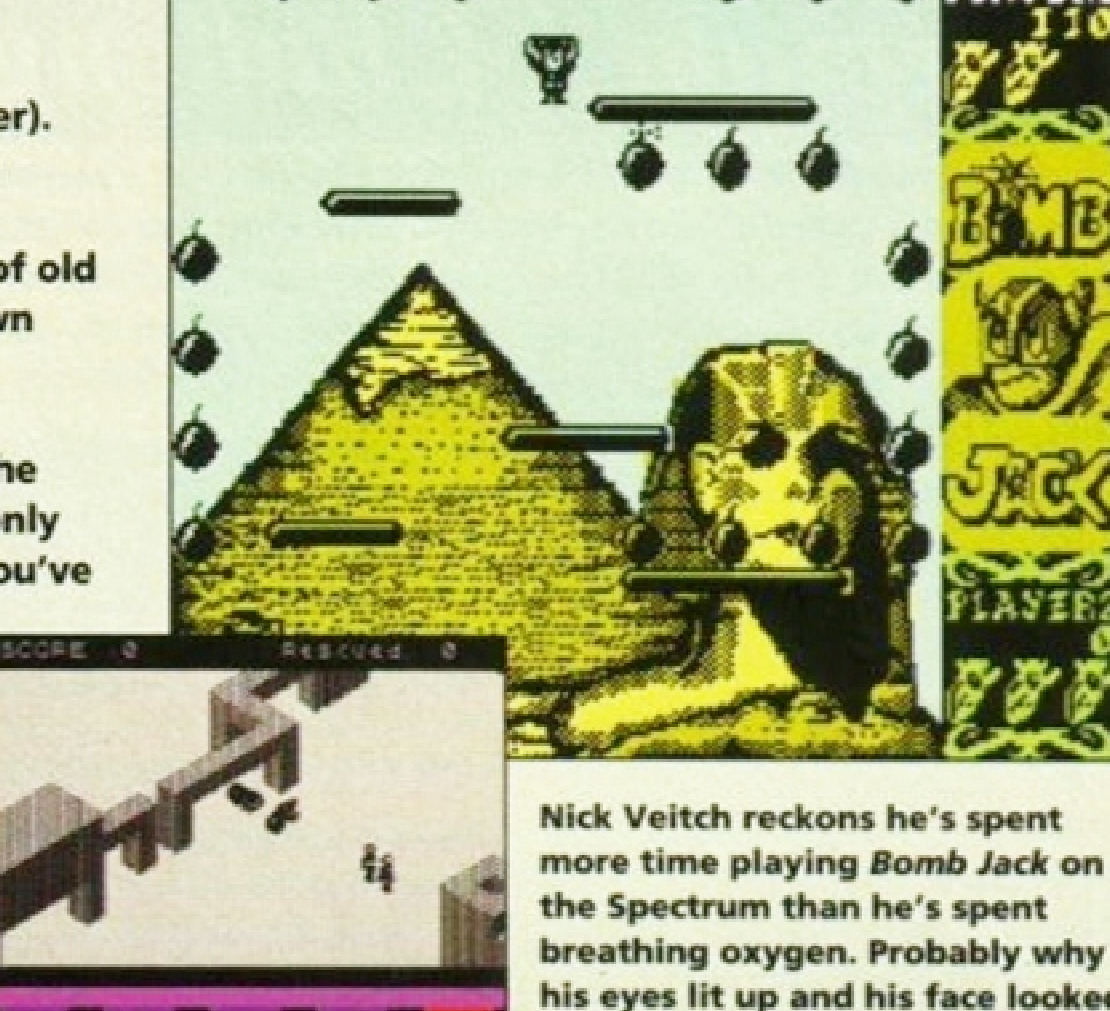
Whether it's for drippy-nosed sentimental nostalgia or hard-faced historical research, or even just for piqued curiosity, no self-respecting Amiga owner should be without a ZX Spectrum emulator for their machine.

Antonio's emulator is one of the best currently doing the rounds of the PD houses. Please note though, that it isn't strictly PD. It's Shareware. If you like the program, send Antonio the requisite amount – stated on the read-me file – and he'll send you the latest update which includes a Spectrum 128 emulator (some people will tell you that this was the best Speccy ever). There are several versions of the program on here, as well as a few games for you to try straight away. If you happen to have a load of old Speccy tapes, Antonio has constructed his own interface so that you can load them into the Amiga direct from tape.

You need an 020 processor in order for the emulator to run properly. Sadly, the games only run around half speed, marginally faster if you've got Fast RAM installed. Add an accelerator and you're talking historical excitement city.

Re-live the tension and terror of *3D Ant Attack*, the adrenalised action of *Jet Pac* and gaze in awe at the beauty of *Sabre Wulf*'s 8-bit attribute clash.

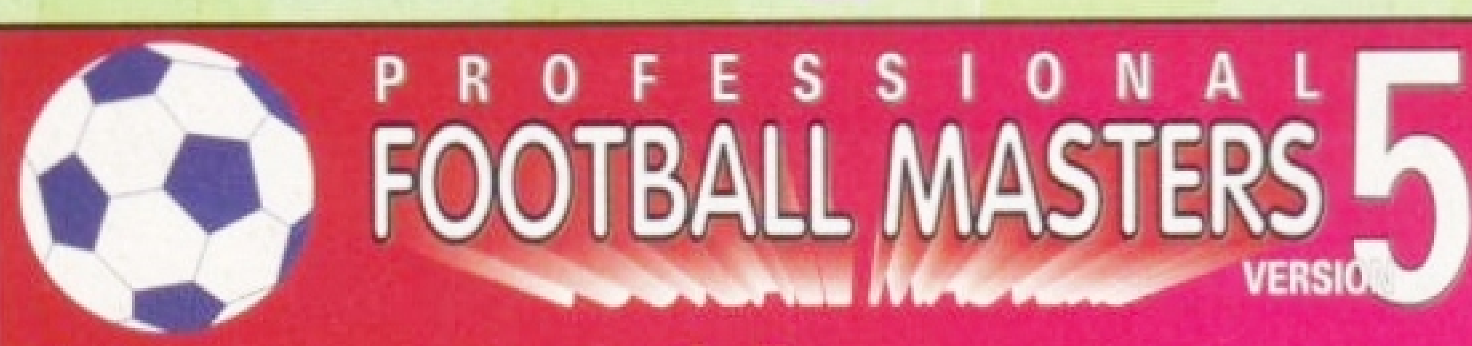
Antonio can be contacted on the Internet at: tpomar@penedes.mazanet.encomix.com.



Nick Veitch reckons he's spent more time playing *Bomb Jack* on the Spectrum than he's spent breathing oxygen. Probably why his eyes lit up and his face looked less blue when he realised we had a Speccy emulator.



Sports Management



The Most Innovative Football Management Game Ever.

On the hardest level this very realistic simulation will test you to the limit. See if you've got what it takes to master the professional football league managers job using the most refined game available today.

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It's impossible to do justice to the hundreds of meticulous refinements included in this game but you will find a large proportion of the most significant below:-

Managers : 1 to 4 Human players, Performance statistics, Manager of the month/season, Pick any team in any division to start with, Automated features to make the game as easy or hard as you like.

League & Cup : Premier 22 teams, Division 1,2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.)

Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent, a plethora of statistics.

Players : Real life statistics for 94/95 season, updated monthly. Real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team : Tactics (1000 different combinations), Training, Aggression, Formation allows specific player field settings (Winger, Sweeper etc.).

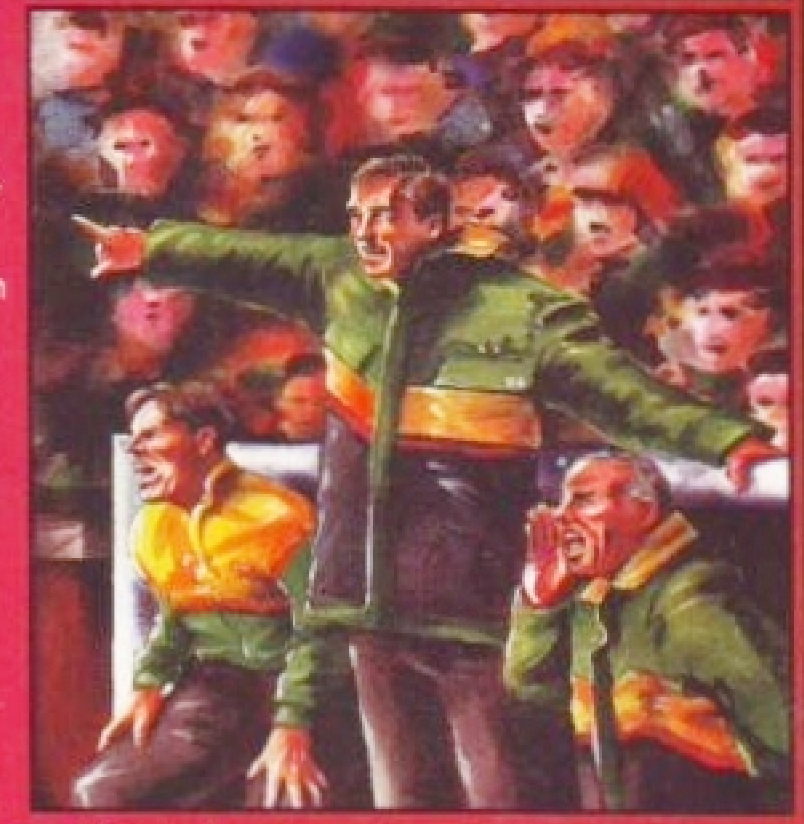
Club : Sponsorship, Ground improvements, View opponent, Finances.

The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other : Fast load/save, Printer access, Over 30 options to set various game preferences, User friendly throughout with an excellent instruction book. Personal technical support if required. **SCOTTISH, ITALIAN & GERMAN VERSION 5's** coming soon.

Editor: Allows you to amend various items in saved games. Optional Extra.

Places now available in our 94 manager PBM service and a limited number of Play By Mail operator licenses. Call Us For Further Details.





THE PULSE Horse Racing Tipping System



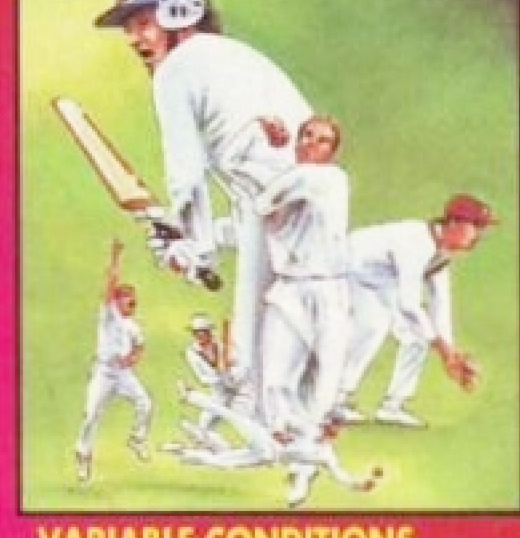


If you want the best horse tipping software that money can buy, then THE PULSE is it. The whole package has been developed by a professional punter. A fact, instantly recognised by many other well informed buyers of this product. The advise contained within the instruction book alone could save you plenty of wasted bets and anyone serious about reducing their losses or increasing their gains could not find a better tool to assist their aim.

• The mystic of horse racing is unlocked with the simple instructions, user friendly program and top class technical support. • In the last Open National Tipping Competition (1991) organised by Racecall this programs predictions came 2nd out of thousands of entries which led to a serious approach from a well know bookmaker, rejected in favour of supporting the public. • A wide range of built in statistics make rating a race a quick and easy job, compared to other available systems. • To keep the program constantly up-to-date monthly updates are recommended . If the general program guide-lines fail to break even we send free updates to all entitled purchasers. Prices range from £25 to £40 depending the on length of subscription undertaken. • Specific details on some horses to follow, as recommended by a variety of inside sources is provided with each monthly update. • There's been many reviews in the press and under a variety of scrutinising conditions. All were very positive about the programs ability to perform well and a full summary of the developers results from main meetings since January 1993 is available upon request.

WORLD CUP CRICKET MASTERS

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below:-



PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

VARIABLE CONDITIONS
- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catch, run outs.
- Bouncers, wides and no balls.

BOXING MASTERS

A fabulous game which concentrates on the management of up to 3 Heavyweight boxers. It's quite different to most other management style games since it has a high proportion of interaction with computer controlled human personalities. ie. negotiations with other managers, boxer contracts, staff recruitment and publicity events. There are many other conventional tasks for the manager like scouting for new boxers, finance, training and even fight tactics are part of your responsibility: using full arcade action you can participate in your boxers' performance inside the ring itself or, if you prefer, direct them from the ringside. Two player mode available, Sparkling graphics are used throughout the game and full details on the games major concepts follows:-

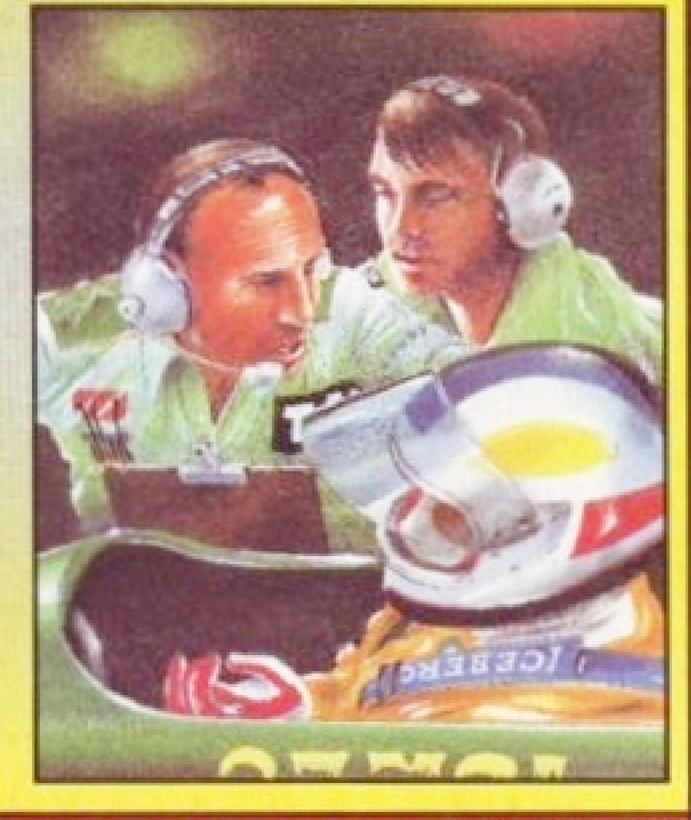


- The game has 100 ranked boxers with fourteen shown attributes, retirements on age and injury.
- Negotiate fight deals with twenty other boxing managers, arranging the size of the purse, the venue and the date etc.
- Choose any one of ten publicity stunts to pull in the crowds to your fights: press conferences, television, public brawls etc.
- You can appoint and fire a scout, physio, cornerman and a trainer. Training methods include punchbags, speedball, weights, roadwork and sparring.
- Your boxers can fight for World, European or National titles with mandatory defence. • The boxers performance in the ring is shown very graphically.
- A variety of tactics can be utilised during a fight; i.e. punch to the head, the body, inside and numerous time-wasting tactics.
- Fifteen ringside judges each have their own individual scorecards which are shown on the screen as the fight unfolds so that you can measure your fighter's performance. The reality of the fight is increased even more by the powerful sound effects of the crowds presence and the noise of the punches making contact.
- A wealth of statistical data which can be viewed and printed and should cover every desire. • Load and save facility • Comprehensive instruction book.

Formula 1 Challenge VERSION 4.5

This motor racing simulation is an incredibly addictive game for 1 to 4 players that has been developed over a period of years by true fans of the sport. You start the game with just one car & driver with the aim of building your team to win the drivers and constructors championship. All circuits, drivers, teams, car graphics, rules, engines etc., are accurate for the 1994 season and can be updated. Excellent presentation with full sounds effects. The sensational world of Formula One awaits.

- Watch races as they unfold, three levels of highlights.
- Crashes, spins, pile ups, car failures, stop/go penalties.
- Weather changes, fastest & record laps, make pit-stops.
- Four independent levels of difficulty.
- Accurate and detailed graphics of the teams, circuits etc.
- 15 teams, 2 cars per team, 50 drivers with varying skills
- Complete engine and tyre contracts, sponsors.
- Choose tyre compounds, train your pit crew.
- Tune your engines, change wing settings.
- Qualifying, 16 accurate championship circuits
- News section, realistic sound FX, weather forecasts.
- Load/save games, statistics saved, latest FISA rules.
- Full drivers and constructors championships.
- Fully descriptive instruction book.



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KILLING TIME: Real-time textured buildings are impressive, especially when they move at the speed of this demo. The textured dungeon journey has to be seen to be believed – there are animations on the walls and everything.

← KILLING TIME (AGA)

DEMO

By ______ *Oxyron*
PD library ______ *Sadeness PD*
No of disks ______ *Four*
Price ______ *£4.50 inc p&p*

It's true that the original intention of demos isn't to entertain or be scrutinised by the general Amiga-owning public, but rather to be put under the metaphorical microscope of other Amiga coding groups – usually at special parties for such shenanigans.

Killing Time by Oxyron is one such demo. Unless you're suffering from a chemical imbalance at the time, it isn't very entertaining. There are too many stacatto stop-start sequences of the style: here's an effect, did you see it? Did you see it? Well, here's another.

And it's a shame. Demo coders could sell the Amiga to the non-converted. In these troubled times, it's what's needed. But do they? Some do. Take the 3D texture labyrinth – real-time texture city! You're treated to some texture-mapped blocks and buildings swirling around to some disinterested manic music.

Why couldn't it have been synchronised to the music in the way that a similar routine in *Wit Premium* by Freezers is. It would keep normal people interested.

Still, *Killing Time* will do just that, kill some time.

DOUBLE SHUFFLE

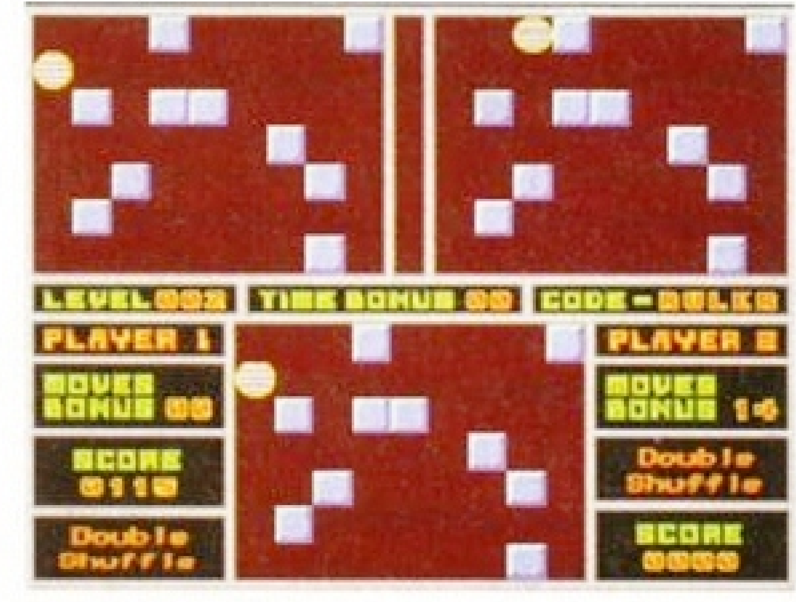
GAME

By ______ *John Elrick*
PD library ______ *Freestyle PD*
No of disks ______ *One*
Price ______ *£1.50 inc p&p*

Written in *AMOS*, *Double Shuffle* is, as the name implies, a shuffley, puzzley sort of a game. You play in a rectangular area that's populated with various blue blocks and differently coloured shapes. The coloured shapes have to be picked up, re-arranged and set down in a new order which is defined at the start of each game by the map at the bottom of the screen.



DOUBLE SHUFFLE: I would have gone further than this particular level, but it was late, I was irritable, and I couldn't do it. Bah!



DOUBLE SHUFFLE: The first few levels are incredibly easy to complete and introduce you to the basic idea of the game.



KILLING TIME: Another journey through a texture-mapped dungeon. This one is special due to the animated wall hangings.

To complicate things, the shapes can't be set down unless they're leaning against a solid object which can be the walls of the rectangular area itself, a blue block, or a coloured shape. This is very important and has to be put to strategic logical use. All in all, *Double Shuffle* is a simple kind of idea that also happens to be fiendishly addictive. Strongly recommended to clear the rationality cobwebs.

Continued overleaf ➡

AFCOPY

UTILITY

By ______ *Hydra!/Tension*
PD library ______ *Network PD*
No of disks ______ *One*
Price ______ *75p, plus 50p p&p*

Everybody needs a disk copier from time to time. Certainly, disk and file copying can be carried out from the Shell, but that takes up valuable time and costs precious lives.

***AFCopy* is as good a copier as you'll find in the Public Domain. Similar in style to *Directory Opus*, many of the functions are invaluable to anyone finding themselves in the situation of having to swap and copy files. Considering that the total cost for all of the goodies on hand is a mere £1.25, *Amiga Format* has absolutely no qualms about recommending this splendid utility to one and all.**

If you don't already use a file manager, and you own a hard disk, get *AFCopy* now. It's the business.



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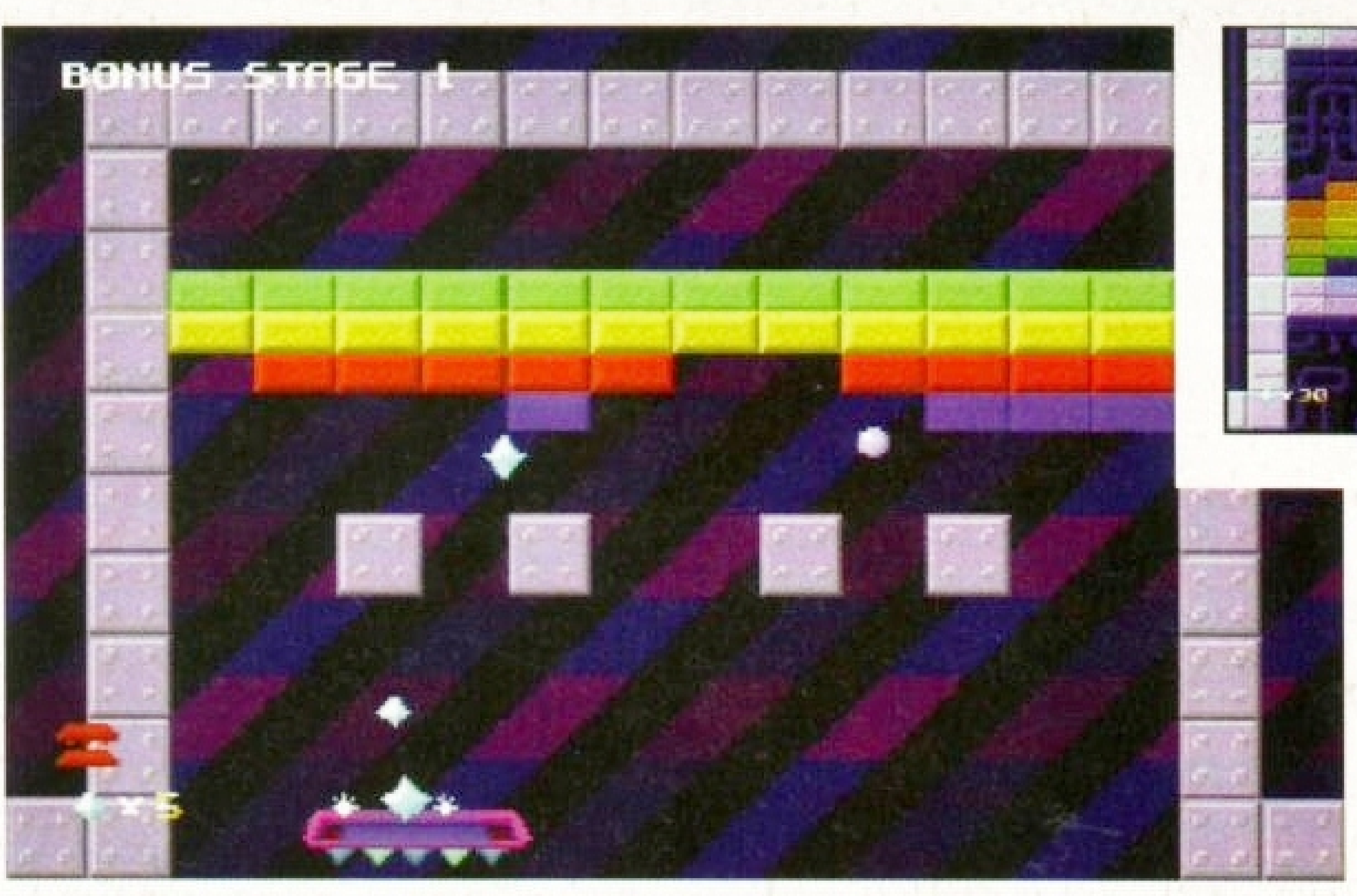
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BACKDOOR V5: Help for just about every game you could think of, plus some. It's so good that Steve Bradley uses it.



CYBER SPHERE: At one point in life, *Arkanoid* became more important than just about anything else I can think of. Just as well this is only a three level demo.

CYBER SPHERE: As well as the three main demo screens, there are also a couple of bonus screens in this top demo.

← ASCII DEMO

DEMO

By ________ *Impact*
PD library ________ *Network PD*
No of disks ________ *One*
Price ________ *75p plus 50p p&p*

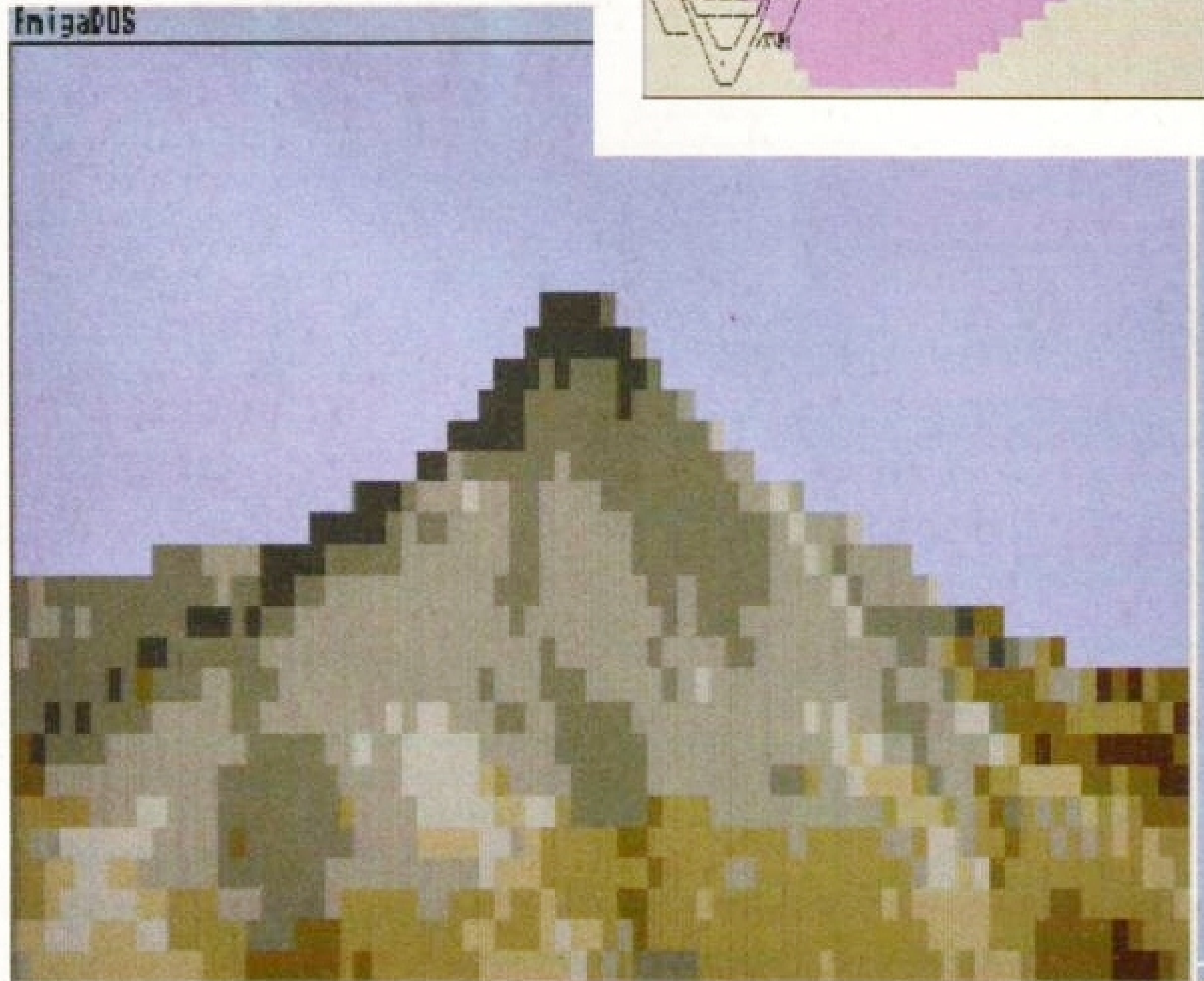
An unusual demo in that it uses the standard ASCII and ANSI character sets as the basis for all the graphics and routines. At first, you'd think that this limitation would make the demo look horrible. But it doesn't. In fact it gives it character in the way that a Robin Reliant has character compared to a Nissan ZX Turbo.

There are lots of zippy routines that mould seamlessly into one another. Of special note are the system library routines that rotate and twist – first a series of balls, and then a cube. They're as fast as most similar routines seen on the PD scene today. Hurrah for Impact. The Party Of 94 get together for PD coders was made all the better by the presence of their demo.

BACKDOOR V5

UTILITY

By ________ *Stephen Birmingham*
PD library ________ *Online PD*
No of disks ________ *One*
Price ________ *75p plus 75p p&p*

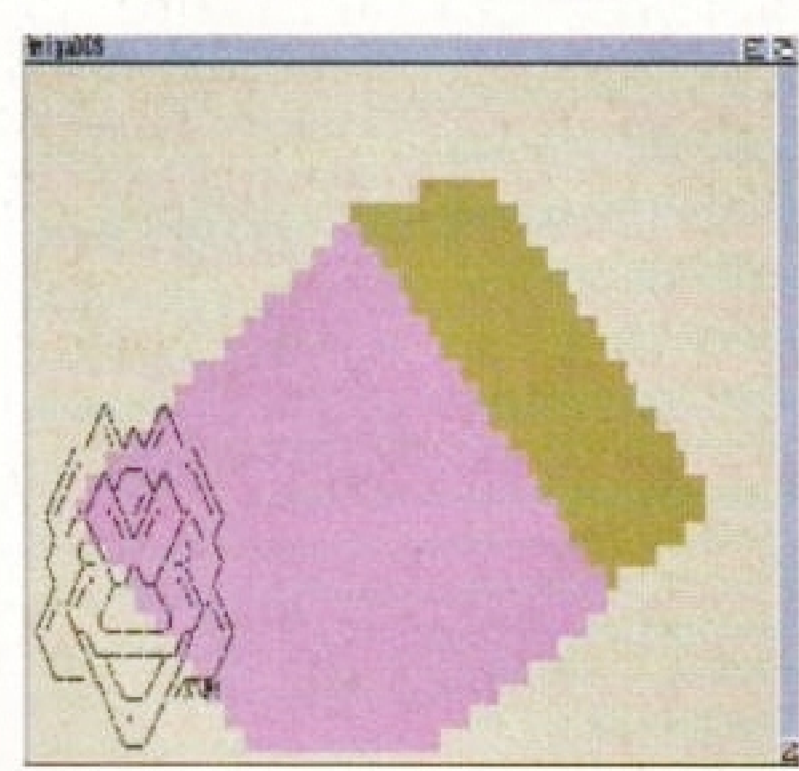


ASCII: Clever use of ANSI colour sets and graphics led to this novel demo. Just shows what some coders are capable of when restricted to limited graphic power. We salute you.

'It's easy to cheat, but hard not to!' we're reminded by Stephen in his signing off call for version five of this excellent disk.

Backdoor v5 is well presented in the form of an alphabetic database and literally hundreds of games are opened up to those stuck, dumbfounded, or just too impatient to play them by conventional means. There's a surprising solution to both of the *Monkey Island* games for instance.

Because of the dynamic nature of games and all the hidden cheats and other little asides constantly being discovered, the *Backdoor* disk couldn't be described as comprehensive, but it's very close. If you're into games, get this disk, it's invaluable.



CYBER SPHERE

GAME DEMO

By ________ *Clay Hellman*
PD library ________ *Freestyle PD*
No of disks ________ *One*
Price ________ *£1.50 inc p&p*

Cyber Sphere is, when all is said and done, a *Breakout* or *Arkanoid* clone. This disk is merely a demo version of the full game and therefore I wouldn't normally give it any space in *PD Select*, but I found myself completely addicted and panting for more after I had completed the three main screens and the associated bonus levels.

Control is by mouse and all the usual features such as falling power-ups are here. Difficulty increases with every requisite progression on to the next screen and due to the fact that I haven't played *Breakout* or *Arkanoid* for years, this truly was a treat.

If you want to play the full version, you can buy it direct from Clay. The address and purchase details are included in a text file.

TOP 10 PUBLIC DOMAIN TITLES

TOP 10 courtesy of:

GROUND ZERO SOFTWARE

4 Chandos Road,
Redland, Bristol BS6 6PE
Tel: 0117 9741462

1) Hard Drive Game Installer
2) F1GP Editor
3) Imagine Buddy System
4) Humanoid Imagine Objects
5) Zaxxon
6) Donkey Kong
7) Missiles Over Xerion
8) Spectrum Emulator
9) Rocketz 2.25
10) Top Hat Willy

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G496 **SUPER MEGA FRUITS** Shareware fruit machine game.
G497 **TETRIS PRO** One of the finest shareware Tetris clones we've ever had the opportunity to play. **WB 3.0+ only.**
G498 **DONKEY KONG** Brilliant authentic clone of the all time classic arcade platform game, plus the first game ever featuring Mario.
G499 **GRAVITY FORCE 2** Compulsive 2 player split screen blaster reviewed last month in Amiga Format. Absolutely brilliant.
G500 **SAMURI SHOWDOWN** Playable beat-em-up demo. Probably more special moves than any other beat-em-up ever. **WB 3.0+ only**
G501 **LETHAL FORMULA** Excellent point and click graphic adventure game created using a new adventure game creator called GRAC.
G502 **SCAVENGE** Shareware 2 player split screen blaster set within a maze. Good graphics and extra weapon pick ups. **WB 3.0+ only.**
G503 **MASH** Similar to Team 17's new Wormz game. A subtle cross between Lemming's and Cannon Fodder. Shareware.
G504 **JUMP 'EM** Fun shareware arcade puzzle game. **Not WB 1.3.**
G505 **CYBERDRONE** Futuristic Dungeon Master clone.
G506 **CYBERMAN** 3 Dimensional Pacman clone with smooth vector graphics. Amazing. **WB 3.0+ only.**
G507 **PUCMAN** Authentic shareware Pacman recreation with loads of extra features including a 2 player on screen at once option. Fab.
G510 **ACE THE SPACE CASE** Top notch platform romp, almost up to commercial standards. Shareware.
G511-G512 (2 DISKS) **CYBERGAMES** Fantastic shareware beat-em-up with swords and futuristic weapons. Remember Barbarian.
G513 **SCORCHED TANKS 1.80** Artillery game with 80 weapons.
G514-G515 (2 DISKS) **MADHOUSE** Lucas arts style grapahic adv.
G465 **SUICIDE MACHINE** Cute Operation Wolf style of game.
G466 **FISHY FISHY** A game where only the fittest will survive.
G459 **SOLO ASSAULT** Similar to Wing Commander.
G469 **HARRY HADDOCK** Platform game with a fishy tail.
G471 **MEGA BLOCK 2** Colourful Tetris game.
G472 **MR SHARK GOES RACING DEMO** Car racing. **Not WB 1.3.**
G473 **FEARS** Smooth Doom clone. beta version. **WB 3.0+ only.**
G474 **ZAXON** Clone of the great arcade game.
G475 **FLAMING ENGINES** Awesome Super Sprint style game.
G476-G477 **HYPER RACE** Single or multiplayer racing game with exciting tracks and 180 frames of animation per car. 2 meg req.
G480 **BOOZE O METER** The alcoholic olympics.
G481 **ATOMIC** Shareware arcade puzzle game.
G453 **CHARR v1.0** The best 1 to 8 player artillery game around.
G454 **TEMPORAL MISPLACEMENT** Graphic text adventure set in the future and an imaginative time travelling theme.
G445 **PACMAN 3D** The virtual Pacman experience. Shareware.
G446 **PUZZLE PITS 2** 3D Soko Bahn puzzle. **Not WB 1.3.**
G447 **XENEX** 1 or 2 player Asteroids game with more variety.
G448 **PUCMAN WORLDS** Pacman game made up of themed levels and a larger than normal play area. **Not WB 1.3.**
G451 **GLADIATOR** Dungeons & Dragons combat. **Not WB 1.3.**
G452 **DERRING DO** Updated Mr Do clone. Better gfx, faster, etc..
G394 **SUPER BATTLE ZONE** Clone of the 3D Battle Zone.
G396 **PENGO 2** Zip your Penguin buddy through the ice cave mazes squashing the baddies. Great fun.
G397-G398 (2 DISKS) **INTERNATIONAL WRESTLING CHAMPIONSHIP** Fantastic wrestling game for one or two players. Slams, punches, shoulder blocks, elbows, etc.
G399 **DYNAMITE WARRIORS 2** Incredible Dynablasters clone.
G400-G405 (6 DISKS) **THE ART OF BREAKING HEADS** Fantastic beat-em-up with a choice of different characters with different abilities and special moves. One amazing game. **WB 3.0+ only. At least 1 megabyte of extra Fast RAM required.**
G406 **COLONIAL CONQUEST II** Interplanetary strategy game of evolution and survival. **Not WB 1.3. Requires 2 MEG.**
G409 **AMBASSADOR FRUIT MACHINE V2.0** **WB 3.0+ only**
G410-G411 (2 DISKS) **MISSILES OVER XERION** Missile Command. This is a complete overhaul of the original concept. Amazing
G300 **VCHESS v3.1** Full featured computer Chess game. **Not WB 1.3.**
G419-G420 (2 DISKS) **STARWOIDS** Inspired by the game Thrust and the Star Wars film trilogy, this is a real hot. **WB 3.0+ only**
G421 **TOP HAT WILLY** Based on Jet Set Willy. Speccy classic.
G322 **AUTO MOBILES V1.11** Skid Marks style racing game.
G371 **SUPER OBLITERATION** Amazing Pang clone. Top game.
G361-G364 (4 DISKS) **SPECTRUM GAMES 1-4** Requires emulator.
G373-G378 (6 DISKS) **SPECTRUM GAMES 6-10** Requires emulator.
G442 **TMA** Linear Sci Fi space puzzle shoot-em-up. **Not WB 1.3**
G387 **MONOPOLY v1.1** Great computer conversion.
G455 **POWER BATTLE** Another game based on the classic Thrust genre. 2 player split screen blasting across several scenarios.
G456-G458 (3 DISKS) **DEAD OF THE NIGHT** Point and click graphic detective adventure game. Superb graphics.
G459 **SOLO ASSAULT** Something like Wing Commander.
G460 **OBSTACLES** Silly Putty type of platform game.
G462 **BAZZA & RUNT AGA** Top platform game demo. **WB 3.0+ only.**
G463-G464 (2 DISKS) **JINX** Good puzzle game. **WB 3.0+ only.**
G257 **DELUXE PACMAN** Probably the finest Pacman clone ever.
G282 **MEGABALL AGA** Commercial quality action. **WB 3.0+ only.**
G304 **DELUXE GALAGA v2.5** Don't miss this addictive blaster.
G325 **ACT OF WAR v1.4** - Of the Laser Squad genre. V.good.
G387 **MONOPOLY** Computer board game. Good conversion.
G331 **SUPER LEAGUE MANAGER** Football game.
G269-G270 (2 DISKS) **18th HOLE GOLF** Arcade Golf game.
G255 **AMOS CRICKET** Cricket game.
G273-G274 (2 DISKS) **STARBASE 13** Monkey Island style point and click graphic adventure game. Set in the future upon a space station.
G342 **SCRABBLE** Good version of the board game.

THE KLONDIKE COLLECTION

G283-G285 (3 DISKS) **KLONDIKE DELUXE 1** Card game in 256 colours. Look below for extra card sets. **WB 3.0+ only.**
G388-G391 (4 DISKS) **KLONDIKE DELUXE 3** - Latest version, but HD installation and 4 megs of memory only. **WB 3.0+ only.**
G478 **ACHILLEOS CARDS** For Klondike Deluxe. Sci-Fi fantasy art.
G479 **HEROINE CARDS** For K.Deluxe 2 & 3. Fantasy female artwork.
G485 **SPACE CARDS** Cardset for Klondike Deluxe 3.
G486 **ART CARDS** Cartoon to eroctica. Cardset for K.Deluxe 2 & 3.
G487 **PHOTO CARDS** photo images. For Klondike Deluxe 2 & 3.
G488 **PRETTY CARDS** Models in swim wear. For K.Deluxe 1, 2 & 3.
G489 **REAL BEAUTIES CARDS** Over 18's only. Cardset Klondike Deluxe 1, 2 & 3.
G490 **CINDY 2 CARDS** Cindy Crawford cards for Klon.Deluxe 1, 2, 3.
G491 **ORIENTAL LADIES CARDS** Over 18's only. For Klondike Deluxe 1, 2 & 3.
G492 **DRAGONLANCE CARDSET** Fantasy cards for K.Deluxe 2 &3.
G493 **FLOWERS CARDS** Cardset for Klondike Deluxe 3.
G494 **DIY REKO** Make your own Klondike Cardsets. Needs Image FX 1.50 or above and 6 meg. **WB 3.0+ only**
G508 **SHERILYN FENN CARDS** For Klondike Deluxe 2 & 3.
G509 **STAR TREK TNG CARDS** For Klondike Deluxe 3.
G449 **RANMA 1/2 CARDSET** Manga cardset for Klondike Deluxe 3.
G450 **SAILOR MOON CARDSET** Manga cards for Klondike Deluxe 3.
G366 **ELLE McPHERSON CARDSET** For Klondike Deluxe 1, 2 &3.
G412 **SWIMSUIT CARDS** Cardset for Klondike Deluxe 2 and 3.
G413 **STAR WARS CARDS** Cardset for Klondike Deluxe 2 and 3.
G414 **EMPIRE STRIKES BACK CARDS** For Klondike Deluxe 2 and 3
G415 **RETURN OF THE JEDI CARDS** For Klondike Deluxe 2 & 3.
G417 **FAST CARS CARDS** Cardset for Klondike Deluxe 2 & 3.
G319 **CINDY CRAWFORD CARDS** For Klondike Deluxe 1,2 & 3
G369 **BETTY PAGE CARDS** For Klondike Deluxe 1, 2 & 3.
G392 **MARILYN MONROE CARDS** For Klondike Deluxe 1, 2 & 3.
G470 **BIKINI CARDS** Cardset for Klondike Deluxe II or III.

DEMOS

D246 **MUCH TO DO ABOUT NOTHING** **WB 3.0+ only**
D247 **IN A WORLD OF ASCII** Clever number. **WB 3.0+ only.**
D248 **ROOTS - SANITY** In the top ten at the TP4. **WB 3.0+ only.**
D249 **SYNDROME - by BALANCE** **WB 3.0+ only.**
D250 **WE WILL SMASH U** Good non-AGA demo. **Not WB 1.3.**
D251 **NUMB - by MOVEMENT** **WB 3.0+ only.**
D252 **MAP THE DEMO - By ZOO** **WB 3.0+ only.**
D253-D254 (2 DISKS) **LURKING SHADOWS** **WB 3.0+ only.**
D255-D257 (3 DISKS) **WHAMMER SLAMMER - by REBELS** Hard drive installation only **WB 3.0+ only**
D258-D259 (2 DISKS) **MOTION ORIGIN 2** Gorgeous looking production. **WB 3.0+ only.**
D260 **NINJA - by MELON DEZIGN** - Not strictly a demo, rather a coded cartoon animation. Quite funny. **WB 3.0+ only.**
D261-D262 (2 DISKS) **THE PREY** Good music. **WB 3.0+ only.**
D263 **IMAGINE - by DREAM DEALERS** Funky **WB 3.0+ only.**
D264-D265 (2 DISKS) **TOOTH BRUSH PART 3** **WB 3.0+ only.**
D266 **TWISTED MIND** **WB 3.0+ only.**
M161-M162 (2 DISKS) **MUSICAL SENSATION - by TRIAD** Quality music and some added gfx effects. **WB 3.0+ only.**
D267 **WIT PREMIUM - by FREEZERS** Outstanding. **WB 3.0+ only.**
D268 **ART OF NOISE** C64 classic chip music from well known games, plus Doom-like textured map sequences.
D269 **ZEROS + ONES** **WB 3.0+ only.**
D270-D271 (2 DISKS) **DOVE** Entrant from the Trade Party 94. **WB 3.0+ only.**
D272-D273 (2 DISKS) **OXYGEN INDIGO** **WB 3.0+ only.**
D274-D275 (2 DISKS) **SOUL KITCHEN - by SILENTS.** A fine demo by Silents.Doesn't work with fast ram intstalled. **WB 3.0+ only.**
D276-D279 (4 DISKS) **VISION IN BLUR - POLKA BROTHERS** Fantastic non AGA demo, for all Amiga's.
D232 **BAD ZOOM** Rubbish visuals but funky music track. I like it!
D233 **TRACKERS 242** Great follow up. If you only have 2 meg, disable all external drives (inc. HD's). **WB 3.0+ only.**
D234 **VITAL** From up and coming codings, Mystic. **WB 3.0+ only.**
D235-D237 (3 DISKS) **MAXIMUM OVERDRIVE II** **WB 3.0+ only.**
D239 **BALLABORNTRO** rave demo. **WB 3.0+ only.**
D240-D241 (2 DISKS) **ARTIFICE** **WB 3.0+ only.**
D242-D243 (2 DISKS) **INFECT** **WB 3.0+ only.**
D217 **POLKA BROTHERS "GEVALIA"**
D219-D220 (2 DISKS) **ARTIFICIAL PARADISE** **WB 3.0+ only.**
D221-D222 (2 DISKS) **LETHAL DOSE 2** **WB 3.0+ only.**
D223-D224 (2 DISKS) **SWITCHBACK** From Rebels. Some amazing routines, especially the roller coaster. **WB 3.0+ only.**

SLIDESHOWS

S108-S109 (2 DISKS) **FIT CHIX 1** Glamour. **WB 3.0+ only.**
S110-S111 (2 DISKS) **FIT CHIX 2** Glamour. **WB 3.0+ only.**
S112-S113 (2 DISKS) **FIT CHIX 3** Glamour . **WB 3.0+ only.**
S114 **BODY SHOP 3** Glamour slideshow. **WB 3.0+ only.**
S115-S116 (2 DISKS) **BODY SHOP 4** Glamour. **WB 3.0+ only.**
S117-S118 (2 DISKS) **BODY SHOP 5** - Glamour SS. **WB 3.0+ only.**
S156-S158 (3 DISKS) **BODY SHOP 8** Glamour. **WB 3.0+ only.**
S159-S161 (3 DISKS) **CLAUDIA SCHIFFER 94** Glamour slideshow. **WB 3.0+ only.**
S137-S139 (3 DISKS) **GIRLS GIRLS GIRLS** Glamour slideshow. **WB 3.0+ only.**
S140-S142 (3 DISKS) **CLAUDIA SCHIFFER SLIDESHOW, THE WORKS** - The super model. **WB 3.0+ only.**
S143-S145 (3 DISKS) **ELLE McPHERSON SLIDESHOW, THE WORKS** Another super model. **WB 3.0+ only.**
S146-S148 (3 DISKS) **CINDY CRAWFORD SLIDESHOW, THE WORKS** Richard Gere's missus. **WB 3.0+ only.**
S149-S150 (2 DISKS) **FANATICS GUIDE TO COMPUTERS** Comic slides showing you what happens when obsessive users go that little bit too far. Very funny.
S151-S155 (5 DISKS) **LINGERIE 1-5** Lingerie. models **WB 3.0+ only.**
S134-S135 (2 DISKS) **NLP RENDERSHOW** Captivating raytraced Sci Fi pictures. **WB 3.0+ only**
S121-S125 (5 DISKS) **BEACH BABES 1-5** bikinis. **WB 3.0+ only.**
S119 **ERIKA ELENIAK** Ex - Bay Watch beauty. **WB 3.0+ only.**
S120 **UNPLEASANT WAYS TO DIE** Unexpected ways to top yourself. Sick and funny.

SOUND SAMPLES

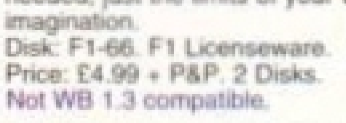
U599 **BREAKING** Smashing and breaking sounds.
U600 **HUMAN** Voices, raps, shouts etc.
U601-U605 (5 DISKS) **EFFECTS** Different types of sound effects.
U606-U611 (6 DISKS) **KEYBOARDS** From Mini Moog to Wavestation.
U612-U615 (4 DISKS) **LOOPS** Drum loops, etc.
U616-U619 (4 DISKS) **STRINGS** Stringed instrument samples.
U620-U623 (4 DISKS) **PERCUSSION** HiHats, Cymbals, etc.
U624-U625 (2 DISKS) **PIANOS**
U626-U634 (9 DISKS) **SYNTHS** Analogue sounds, Keyboard bleeps.
U635-U640 (6 DISKS) **VOCALS, VOICES & PEOPLE**
U641 **ALARMS SOUNDS**
U642-U443 (2 DISKS) **BASS**
U644 **DRUMS & SNARES**
U648 **GUITARS**
U649-U650 (2 DISKS) **CARTOONS**
U651 **WARNING SOUNDS**
U665 **LOOPS AND PULSE**
U666 **PERCUSSION AND LOOPS**
U667 **GUITARS AND VOICES**

HI QUALITY IFF SOUND SAMPLES

UTILITIES

U325 **OCTAMED v4.** The most powerful music composition software available from the Public Domain. New freeware release.
U434 **VIRUS WORKSHOP v4.7** New version. Virus killer. **Not WB 1.3.**
U449 **ZXAM SPECTRUM EMULATOR v1.6b** Latest version of the optimised speccy emulator for AGA Amiga's. **WB 3.0 only.**
U665 **EASY DMS** The popular disk archiver made easy to use.
U666 **EASY STAT v1 DEMO** Shareware statistics programme.
U667 **CAR DATA ANALYST** Calculates various ratios, efficency and performance scores for your car. Shareware.
U668 **TURBO CAT v1.5b** Catalogues your Dos disk collection. Files are read off the disk and catalogued in a database. **Not WB 1.3.**
U669 **PRO-GAMBLE 2.1** Horse racing prediction software.Shareware.
U670 **PERSONALITY ANALYSIS** A rather neat programme that will write a essay on your personality after you have answered a series of questions. The results are indeed very accurate and enlightening.
U671 **GFX CON** Powerful picture format convertor. Supports Gif, Jpeg, IFF, PCX, Postscript, Tiff, Targa, BMP and others. 4 MB and hard drive recommended. **Not WB 1.3.**
U672 **CHEQUE MATE** Personal account management programme.
U673 **LOANS AND ACCOUNTS** Various financial loan calculators and personal finace account applications.
U674 **CALORIE COUNTER DIARY** Shareware computerised dieters diary to record their daily food intake.
U675 **AWARD MAKER 2** Create and print an endless variety of award certificates with this neat programme.
U676 **IMAGE DESK** Thumbnail orientated image database for users who need the keep a catalogue of their pictures. **Not WB 1.3.**
U677 **F1 EDITOR** Allows you to edit various cosmetic and physical aspects of the Formula One Grand Prix game.
U680 **PROTITLER 2.0** Video titling software.
U681 **PAGESTREAM 3.0 > 3.0F PATCH** Pagestream upgrade.
U682 **PAGESTREAM 3.0A > 3.0F PATCH** Pagestream upgrade.
U683 **PAGESTREAM 3.0B > 3.0F PATCH** Pagestream upgrade.
U684 **PAGESTREAM 3.0C > 3.0F PATCH** Pagestream upgrade.
U685 **PAGESTREAM 3.0D > 3.0F PATCH** Pagestream upgrade.
U686 **PAGESTREAM 3.0E > 3.0F PATCH** Pagestream upgrade.
U529 **HARD DRIVE GAME INSTALLERS** - Games installers for Alien Breed AGA, Assassin SE, Body Blows, Body Blows 2 ECS, Goal, Ishar 2, Ruff and Tumble, Super Stardust, Super Frog, Zool 2 ECS, Walker, Alien Breed 2 Tower Assualt, Bubble & Squeak, Mortal Kombat II, Jungle Strike. **Not WB 1.3.**
U654 **PROFESSIONAL FILE SYSTEM V9.5** Increase read/write performance of floppies and hard drives with this new DOS filing system, better than Commodore's own filing systems. **Not WB 1.3.**
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U515 **MUI v2.2** - Multi User Interface. **Not WB 1.3.**
U518 **VIRTUAL MEMORY MANAGER V2.1** Turns hard drive into VM. Requires a 68040 or 68030 CPU with MMU. **Not WB 1.3.**
U519-U520 (2 DISKS) **MAGIC WORKBENCH ICONS 3** For amiga users aspiring for that Workbench beautiful look. **Not WB 1.3.**
U521 **VIDEOTRACKER 2 AGA** Create amazing looking AGA demos with no coding experience. **Not WB 1.3.**
U522 **VIDEOTRACKER 2 OCS** Videotracker for non AGA amiga's. **Not WB 1.3.**
U523-U526 (4 DISKS) **VIDEO TRACKER EXTRAS** Four disks full of extra effect routines and objects, etc...
U531 **ACTION REPLAY PRO** Software Action Replay. Rip graphics, music, train games etc.... **WB 3.0+ only.**
U532 **MORE 256 COLOUR ICONS** Loads more great icons plus an AGA icon editor. **WB 3.0+ only.**
U533 **ACCOUNT MASTER v3c** Shareware personal accounts manager. Very professional with many features. **Not WB 1.3.**
U451 **SPECTRUM EMULATOR v2.0** New version of the Spectrum emulator. Includes some games.
U443 **AMIGA DOS GUIDE v1.0** Provides useful help on what the DOS commands are and what they do.
U437 **AMOS EXTENSIONS** Seven great Amos/Amos Pro extensions adding more commands to both languages.
U342 **SUPERLEAGUE 3.51** Football league/results database and statistics analyser.
U327 **DISKSALV 2** Recovers corrupted disk data. **Not WB 1.3.**
U158 **NO ERRORS** Formats disks hiding, any fatal hard errors. Useful for hard drives with faulty tracks.
U329 **EPU STAKKER** Can compress data up to 50%, doubling the capacity of your hard drive. **Not WB 1.3.**
U592 **REND24 1.5a** Powerful image conversion programme. The more memory the better. **Not WB 1.3.**
U580 **LOTTERY WINNER** Take the indecision out of selecting your National Lottery numbers, and use this programme instead. Shareware. **WB 3.0+ only.**
U304 **TEXT ENGINE v4.1** Powerful shareware word processor.
U382 **PRINTER DRIVER KIT** 100+ different printer drivers.
U311 **EASY CALC PLUS** Shareware spread sheet. **Not WB 1.3.**
U324 **J C GRAPH** Graph creator.
U647 **ULTIMATE DEGRADERS** The best AGA computer degraders to get those old subbom programmes running. **WB 3.0+ only.**
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U501-U503 (3 DISKS) **HARD DISK TOOLS V2** Essential tools for all hard drive owners. **Not WB 1.3.**
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U414 **ONFORM v1.0** Horse racing predictor.
U416 **COURSE FORM** Horse racing predictor.
U379 **LANDSCAPE** Garden landscape design CAD package.
U115 **LAND BUILD** Fractal landscape generator similar to Vista.
U3 **M-CAD** Entry level computer aided design package.
U135 **500 BUSINESS LETTERS** Ready written professional letters for every formal occasion. Just load them into any WP.
U657 **MENUS AND MORE v3.12** Menu designer. **Not WB 1.3.**
U658 **BIRTH DATE HISTORY V2.21** Gives information on your date of birth.
U659-U661 (3 DISKS) **LION KING CLIP ART** - Shareware clip art from the Disney film.
U291 **RELOKICK 1.4A FINAL** The popular kickstart degrader to aid software compatibility problems **Not WB 1.3.**
U663 **32 COLOUR BACKROUND** Computer generated 32 colour palette scenic backgrounds.
U664 **TEXT ENCRYPTER v1.11**Designed to secure ASCII text files from prying eyes.
U668 **PARNET HARDRIVE** Redesigned Parnet package for optimum ease of use. Use for Amiga to Amiga, Amiga to CD32. **Not WB 1.3.**

G.R.A.C




Create professional graphic point and click adventure games like this! No programming knowledge needed, just the limits of your vast imagination.
Disk: F1-66. F1 Licenseware.
Price: £4.99 + P&P. 2 Disks.
Not WB 1.3 compatible.

From the author of Relics Of Delfroneye and Lethal Formula. The above game, Lethal Formula is included in the package.

DISK COMPRESSOR

Compress your hard drive data by upto 50%, potentially doubling the current capacity of your hard drive. Very easy to install and comes along with an intuitive graphic user interface for complete user friendliness. Once installed remains hidden in the background, with hardly no slow down to the system. Requires Kickstart 2.0 or above.
THIS PRODUCT IS NOT PUBLIC DOMAIN. ONLY £5.99 + P+P.

IMAGE STUDIO v2

The finest Shareware image processing package around. Version 2 is now on two disks. This product out performs expensive commercial rivals on several timed operations, upto 200% faster, wow!!!!! Features include Arexx support, 24-bit images, IFF, BMP, EPS, GIF, JPEG, PCX, TARGA, and installed datatypes, full AGA support. Image Studio 2 require a hard drive at least 1 megabyte of free memory and Kickstart 2.04 or above.
DISK NUMBER: U678-U679 (2 DISKS). £2.00 + P+P.

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FRED FISH 1 - 1000 AVAILABLE

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U464-U466 (3 DISKS) **ARCHITECHURE OBJECTS** Houses, skyscraper, colosseum, and other types of man made structure.
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U471 **DINOSUAR OBJECTS** - Prehistoric beasts.
U472 **ANIMAL OBJECTS** Many types of mammals.
.U452 **BABYLON 5 OBJECTS** Loads of ships from the top TV series.
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U597 **COMPUTER OBJECTS** - Objects of your favourtite computer.
U455-U456 (2 DISKS) **STAR TREK OBJECTS** From the orginal and new series.
U457-U459 (3 DISKS) **STAR WARS OBJECTS** X-Wing, Y-Wing, Scout walker, Death Star, Tie Fighters, And loads more.
U593-596 (4 DISKS) **HUMANOID OBJECTS** Men, Women and body parts.

U479 **IMAGINE MISCELLANEOUS TEXTURES** Textures.
U480-U482 (3 DISKS) **IMAGINE STONE TEXTURES** Textures.
U483 **IMAGINE WOOD TEXTURES** Textures.
U484 **IMAGINE ORGANIC TEXTURES** Textures.

U653 **IMAGINE DOCUMENTS** Plain text documents covering all aspects of this ray tracer, plus a large FAQ section with answers.
U476-U477 (2 DISKS) **IMAGINE BUDDY SYSTEM** Used in conjunction with Imagine 2.0 for the ultimate Imagine tutorial and reference guide. Every single function is detailed in great depth.

CLR LICENSEWARE

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CLU40 **ARCO** - Powerful ARexx language compiler. **Not WB 1.3.** PRICE £3.95.
CLE1 **TOTAL CONCEPTS DINOSAURS** - Multimedia presentation on Dinosaurs. 2 DISKS. PRICE £ 4.95.
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CLG54 **NATIONAL HUNT** - Horse racing management game. PRICE £3.95.
CLG55 **CRYSTAL QUEST** - 3D dungeon maze game full of puzzles to solve. PRICE £3.95.
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SERIOUSLY AMIGA

There are only a few graphics cards available in the Amiga market, the latest to arrive is the Piccolo SD64 from Ramiga. See page 87.

AMIGA FORMAT

64-BIT GRAPHICS!



It's an exciting time for Amiga-using graphic artists and videographers. Firstly, there's the long-awaited arrival of *DPaint V*. We find out if this version is capable of snatching back the 'King of the paint packages' title it has held since the inception of the Amiga.

For big-box power graphic users, there's the Piccolo SD64 graphics card which will output video signals at a resolution higher than broadcast television signals with a clarity better than that of video.

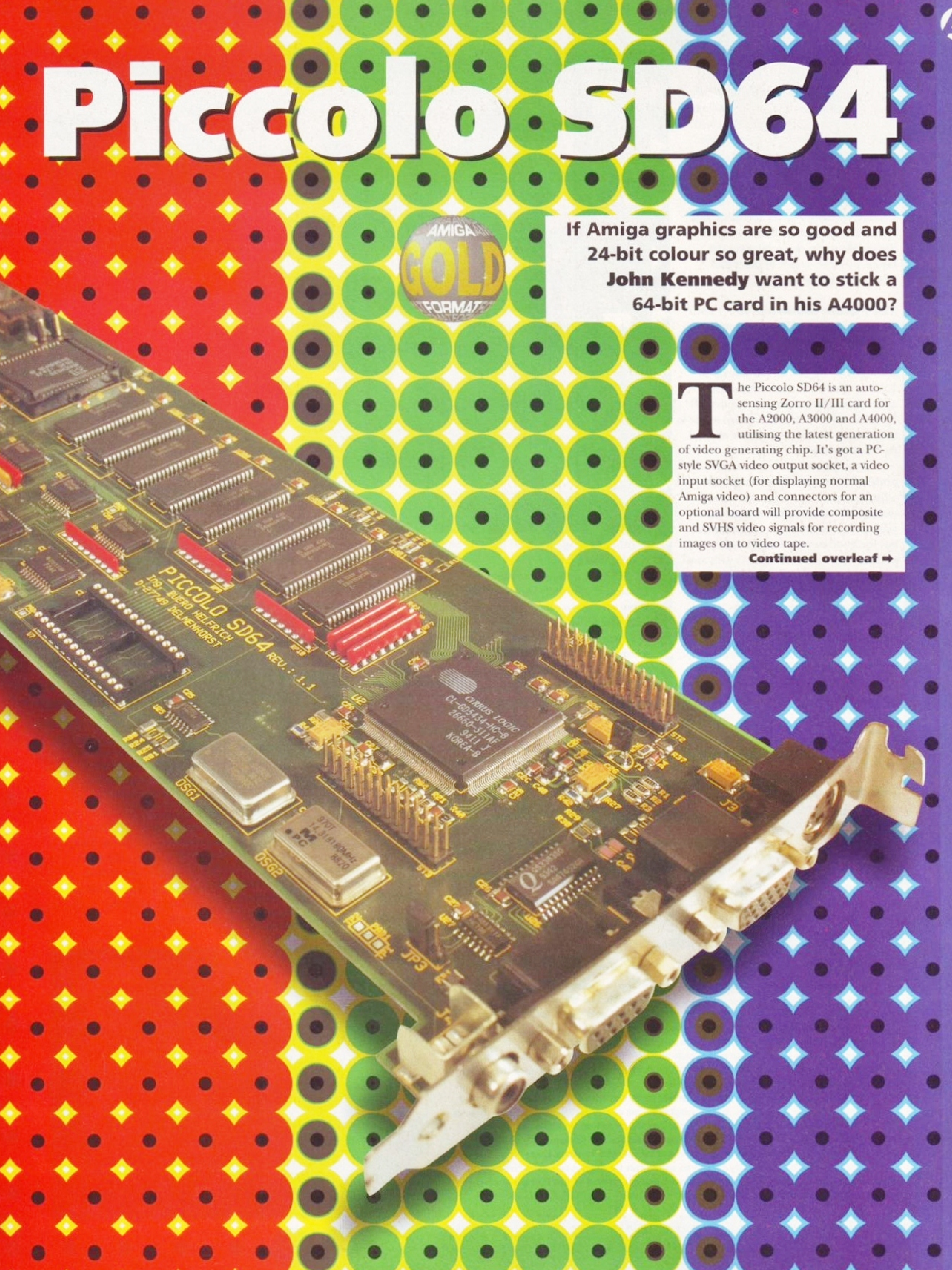
We also have the latest version of the excellent image processing package *Photogenics*. The success of this package has been the driving force behind Almathera's recent expansion plans.

For videographers on a budget, take a close look at our review of the Amitek Fusion genlock. Quite a few surprises popped up when we commanded Steve McGill to subject it to one of his famously rigorous tests. Enjoy yourself.

NICK VEITCH

REVIEWS

Piccolo SD64



If Amiga graphics are so good and 24-bit colour so great, why does John Kennedy want to stick a 64-bit PC card in his A4000?

The Piccolo SD64 is an auto-sensing Zorro II/III card for the A2000, A3000 and A4000, utilising the latest generation of video generating chip. It's got a PC-style SVGA video output socket, a video input socket (for displaying normal Amiga video) and connectors for an optional board will provide composite and SVHS video signals for recording images on to video tape.

Continued overleaf ➡

← It's not really a PC card of course, but because the video chip itself was originally designed for use in the latest PC graphics cards I thought we could get away with the shocking strap line.

It is described as a 64-bit system, not because of the number of colours it can display, but because of the way the graphics chip works internally. As a result of the extra-clever technical bits inside the chip, and when used with a Zorro III system, this card gives the fastest possible screen updates and blitter-style image moving.

The Piccolo comes with either 2Mb or 4Mb of its own video memory, and is capable of displaying screens in resolutions from 640 by 480 pixels, through 800 by 600, all the way up to 1,280 by 1,024. All these modes are available in 256 colours, and up to 800 by 600 in 24-bit colours. The top mode is available in 16-bit colour if you expand the card to 4Mb.

Actually viewing the new modes is possible on any standard Amiga monitor – the typical Philips colour monitor for example. Unfortunately, this monitor will be seen as an insult to the Piccolo, but the good news is that it works perfectly (as indeed it should) with any SVGA-style PC monitor. These can be bought for less than the Philips system, and with a half decent one you can expand Workbench to a gorgeously flicker-free 800 by 600 display.

The larger modes will sadly require a 17-inch or better monitor, which are still ludicrously expensive. I tested the card with a 15-inch Tatung UltraScan Plus and found the 800 by 600 mode about as detailed as it would go, although I used higher modes when I knew visitors were coming.

Installation is just a question of plug in and go... well sort of. If you have two monitors (for example, your existing Amiga monitor and a PC one you've borrowed) you can place them side-by-side and enjoy all the benefits of a two-screen family. When the software is installed and running you can move the mouse pointer from one screen to another by dragging it off the side of the display. Neat.

If you only have one monitor, connect the Amiga video to the Piccolo's input and make use of the system that way. The software which is bundled with the Piccolo includes the *EGS* system, plus a copy of *TVPaint Junior*, *PicoPainter* and an *ARexx*-driven multimedia system called *Dia*.

EGS is a complete replacement Workbench for the Amiga, specially written to create a common platform for third-party graphics cards. It's now in revision seven and is even smarter than ever, with drop shadows windows and gorgeous coloured icons. The *EGS* system supports multiple screens in 16 million colours, and comes with a large selection of Workbench-type tools to tweak performance and adjust settings.

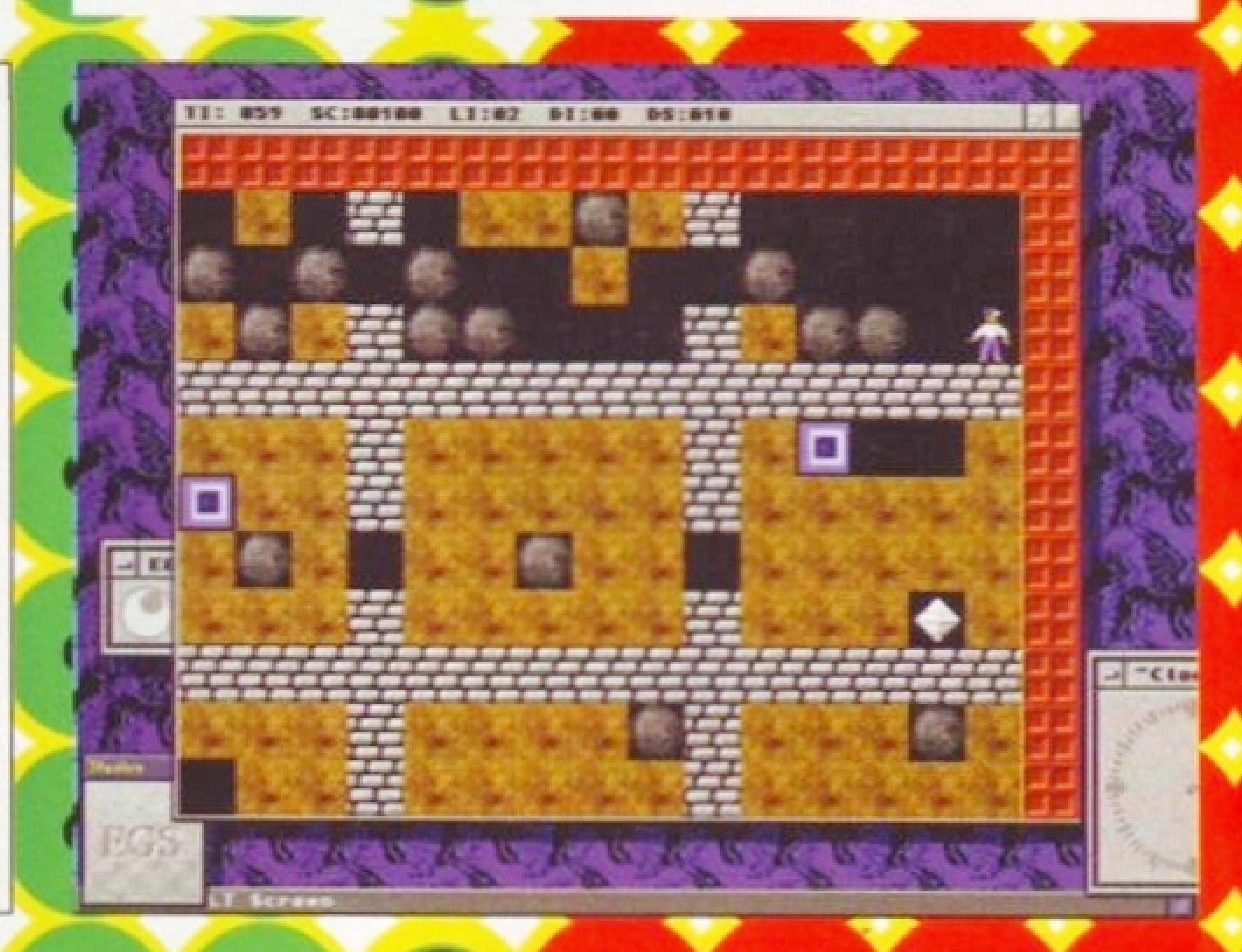
EGS is still next to useless of course, because no-one other than graphics cards manufacturers ever writes anything for it – with the exception of *TVPaint* which is still probably the best Amiga 24-bit paint package.

TVPaint was always designed to work with 24-bit cards, and is a pleasure to use. The cut-down junior version supplied seems to crash after an image is saved, so be prepared to stump up for the full version. The bundled *PicoPainter* art package is actually pretty good, much better than the usual *EGS* paint program. It's got a great selection of tools for altering colours and processing with convolution matrices, as well as loads of options for simple sketching and touching up digitised pictures.

Dia is a kind of *ARexx* driver for the graphics card. Using *ARexx* scripts you can display text, load IFF images and draw various graphics primitives. The image quality is, as you would expect, excellent, and the easy-to-use *ARexx* port means that linking the Piccolo to other programs is an extremely straightforward task.



This is *PicoPainter* at work on a low-resolution screen: that's 640 by 400 pixels in 16 million colours to you.



The *EGS* system running in 800 by 600 is very easy to get used to. Heck, they've even bundled a game of *Boulderdash* in there to make it easier for you.

REDIRECTION

Anyone designing a new graphics device for the Amiga doesn't have an easy task in front of them. Assuming they get the hardware side sorted, there is still the software angle to deal with. Most programs released in the last year or so feature screen mode requesters, and using these with the Piccolo is relatively straightforward: simply select the new Piccolo video modes which have magically appeared.

Thankfully, the list of programs which work in this way includes Workbench. Other programs need a helping hand to move on to the new graphics card, and that is where the redirection utility *PicoRetarget* comes in.

Depending on how well the program has been written, getting it on to another video device can be a problem. Some programs, for example, *Cygnus Editor,* need to be run on the Workbench screen in order to get the scrolling working glitch free. *Deluxe Paint* wouldn't move at all (thank goodness for the increasingly useful *Personal Paint*) but most other utilities I checked seemed to work fine.

Programs which steadfastly refuse to move can be displayed using the normal Amiga hardware, and with the special pass-through option of the Piccolo even one-screen users won't miss out.





Not the greatest piece of art ever created on the Amiga, but a fair effort in demonstrating the convolution capabilities of the Piccolo.

TVPaint Junior. Look at all those cute colours! 16 million of them to be (sort of) exact – and very fast too.

Animation support is included, but it is limited to playing back individual frames rather slowly. For more useful animation speeds, a program such as *MainActor* is required. Unfortunately, I couldn't get the *Magic Lantern* system to work with the SD64.

The Piccolo comes with an instant library of five manuals – one for the card, one for *PicoPainter*, one for *EGS*, one for *Dia* and one for *TVPaint*, and they are all very good.

Comparing the price of an Amiga graphics card to that for a PC is a painful business. The ubiquitous PC has a choice from hundreds of different cards, and the competition means that the price is kept extremely low.

It hurts even more when you realise that the heart of the SD64 is a graphics chip designed for the PC – yes, the very same chip which is in cards at half the price. To be fair, getting the Amiga's Motorola processor to work with chips designed for Intel processors is not an easy task. I met someone who did it once, and he shuddered to think of the effort involved.

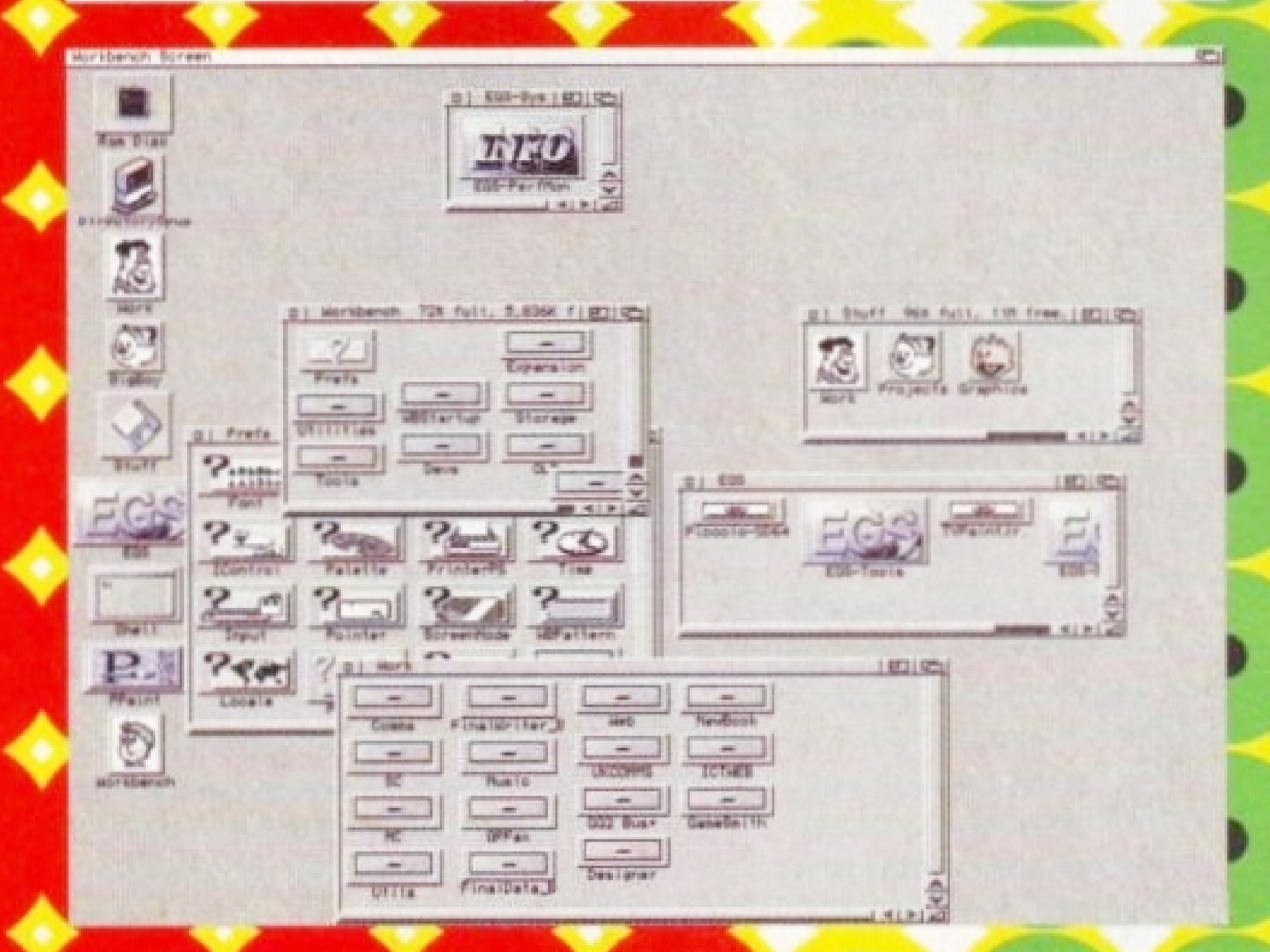
Even with the hardware finished, there's still the job of writing the necessary software to integrate it into the Amiga's Operating System. The Amiga market has only a few cards to choose from, but perhaps the closest competition would be the Retina Z3, which is also a Zorro III card. The Retina is good, but suffers slightly because it isn't quite as efficient at redirecting programs and doesn't have a pass-through.

The Rainbow card is probably as fast, but at the last count cost so much more that it puts itself in a completely different league. What benefits a video card offers the typical Amiga user are pretty obvious to anyone who has ever seen one at work.

For a start, the well-developed chip set generates video which is in general much better that anything the Amiga can push out. The result is a much brighter and clearer Workbench display, with no black borders. The graphics chip is also excellent at moving about large chunks of colour which means dragging windows around is much faster, and the real-colour facilities mean that displaying 24-bit graphics from programs such as *The Art Department* is much, much faster.

There are other benefits, such as the card's own video memory which frees up Chip RAM. In short, the graphics card is an accelerator. The SD64 uses the latest generation of graphics chips, which shift data around internally using 64-bit paths. They are optimised for use with Graphical User Interfaces, although I wouldn't like to guess the degree to which Intuition can take advantage of this feature.

However, the end result is clear to see (pun intended), because the Piccolo is a very fast card with good software support, excellent expansion capabilities and a lot going for it.



Workbench is a very smart place to be when it is running on the Piccolo. This is only 800 by 600 – it goes up to over 1,000 by 1,000, and is faster than normal Amiga screen modes.

PICCOLO SD64

DISTRIBUTOR
Ramiga International (01690 770304)

PRICE
£299 (2Mb) £349 (4Mb)

SYSTEM REQUIREMENTS
Any Amiga with Zorro slots, Zorro III recommended for speed.

IMAGE QUALITY ●●●●●
Extremely clear images with speedy updates. With a good monitor it is hard to imagine anything better.

FEATURES ●●●●●
Ultra-fast, high-definition graphics, great software, expansion options and a pass-through video connector.

MANUAL ●●●●
Packed with all the ins and outs you are likely to need.

ACCESSIBILITY ●●●●
Makes a very good attempt at being a graphics card that even hardware-a-phobes would love to use.

VALUE ●●●●
Compared to a PC card it's a rip off – but it's not a PC card. The software and the difference it makes to your existing software give it a good score.

"The Piccolo will inject new life into any Amiga with Zorro slots."

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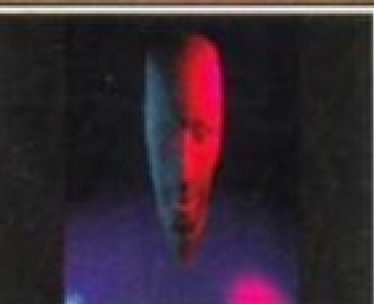
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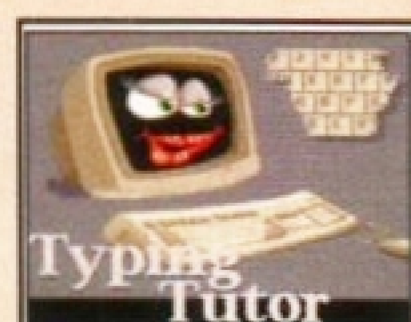
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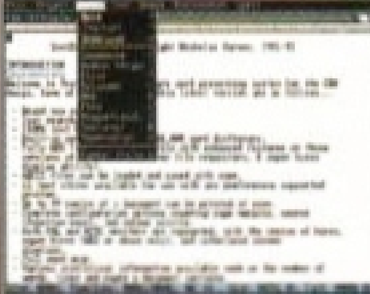
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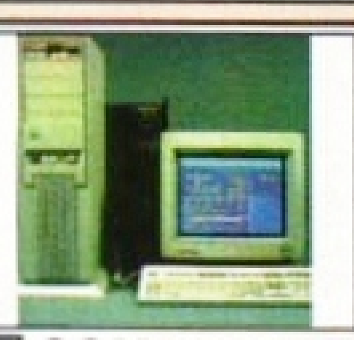
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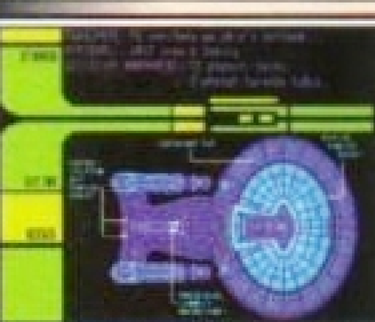
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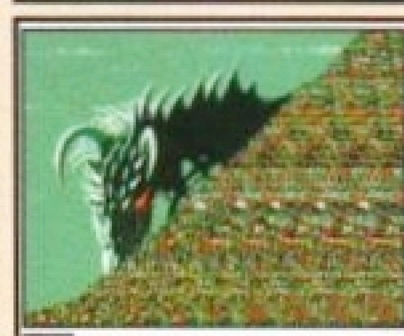
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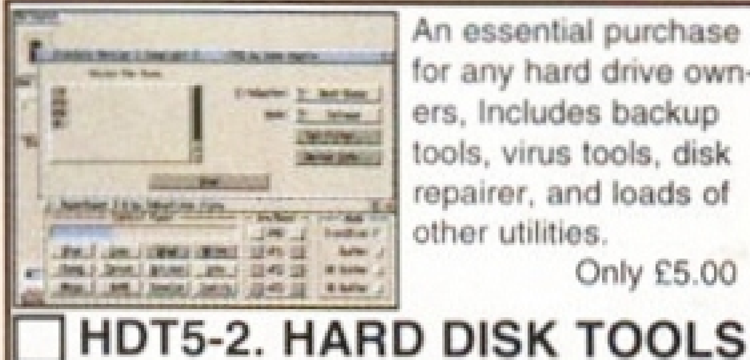
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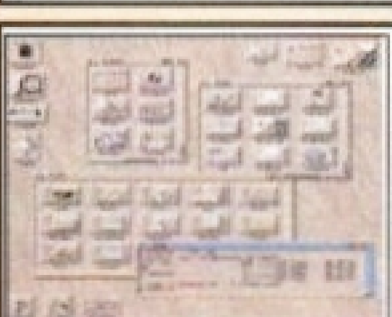
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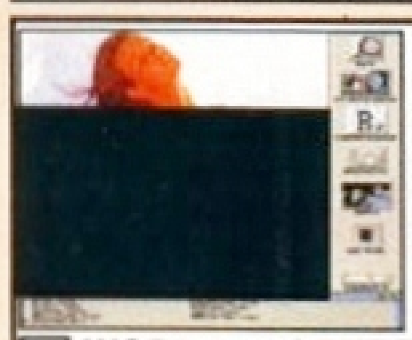
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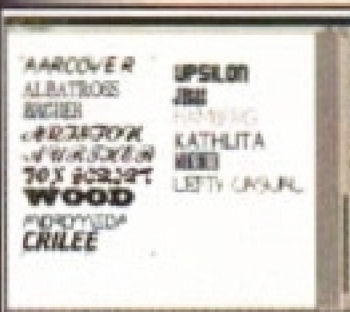
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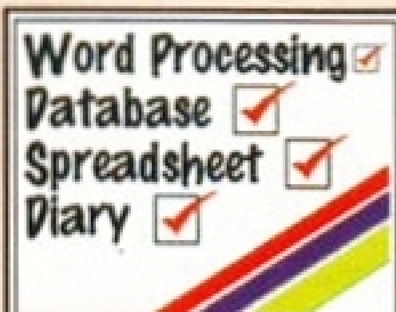
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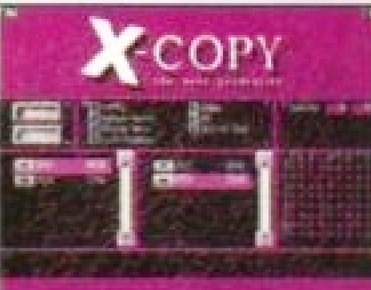
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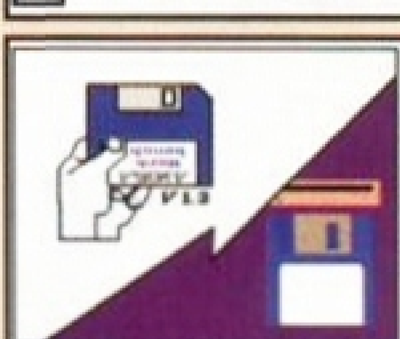
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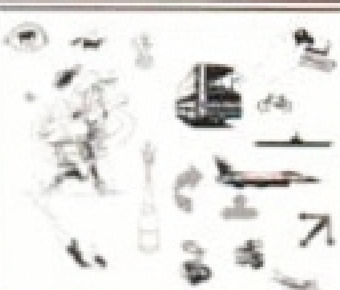
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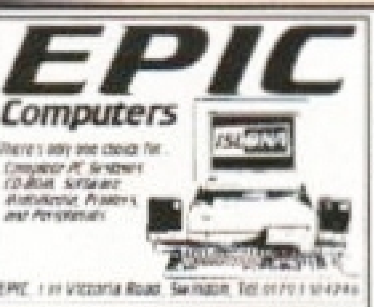
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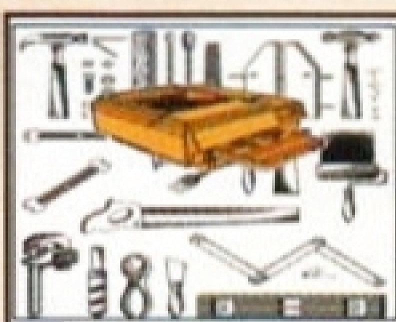
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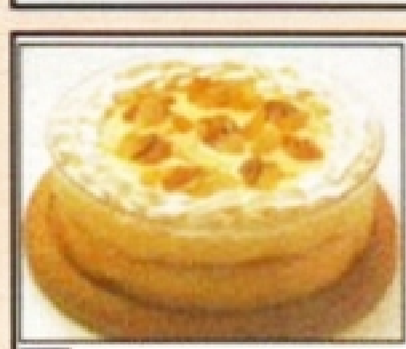
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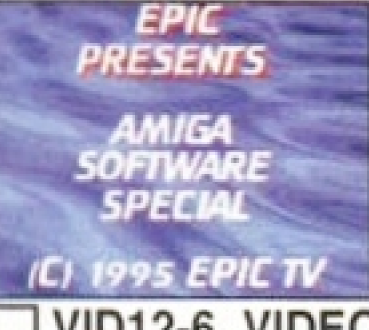
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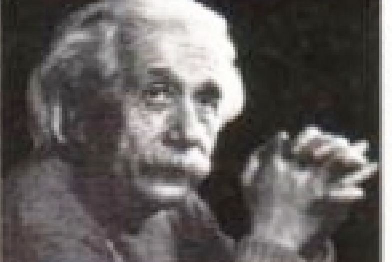
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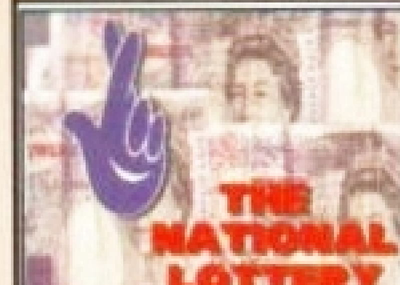
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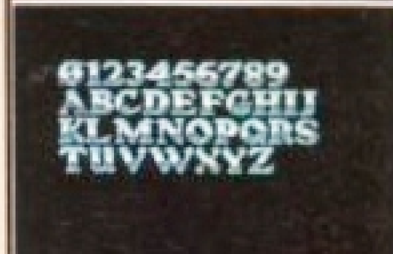


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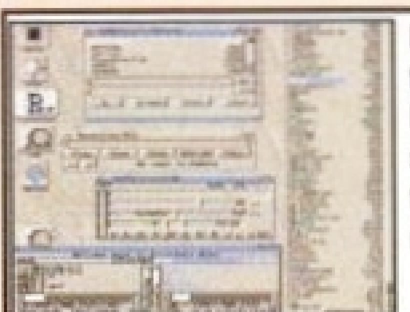
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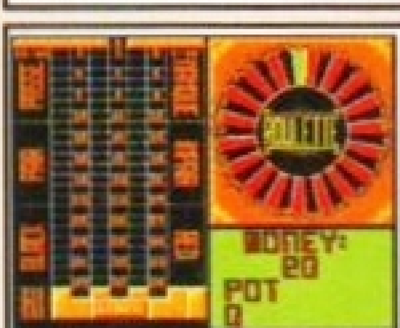
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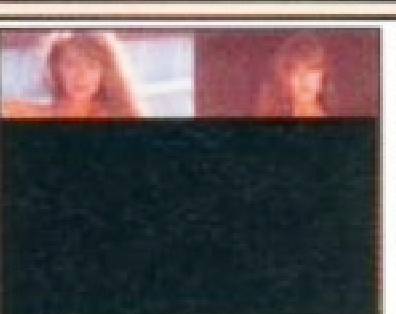
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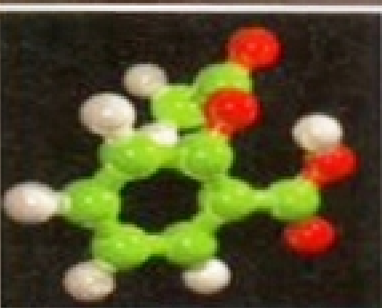
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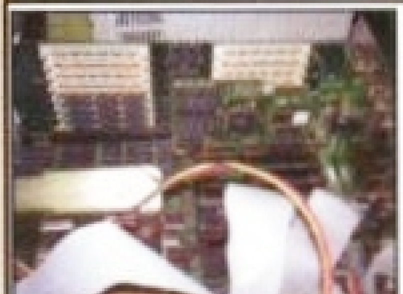
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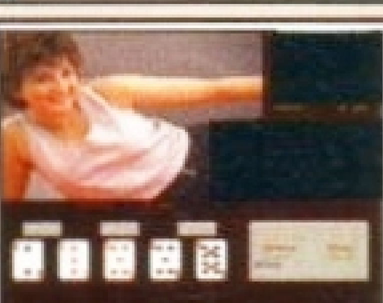
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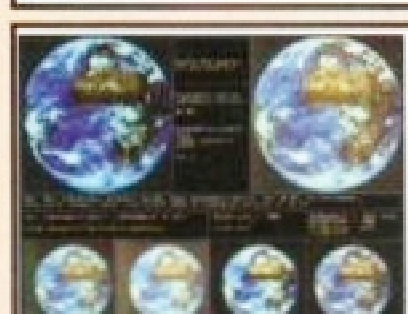
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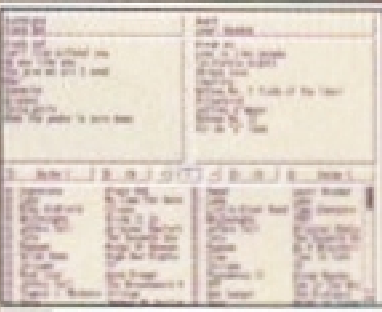
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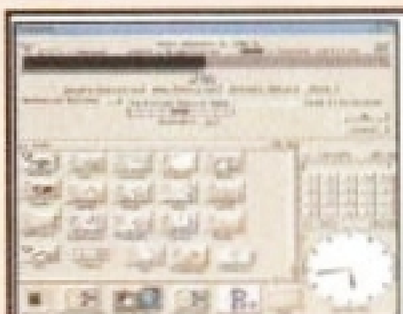
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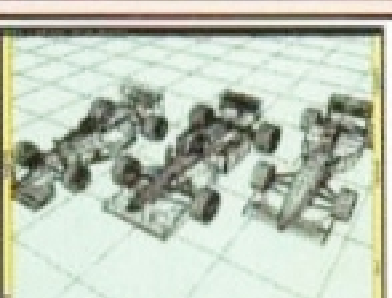
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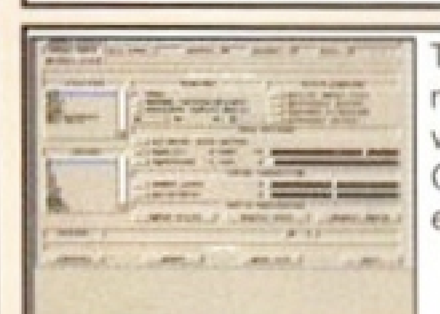
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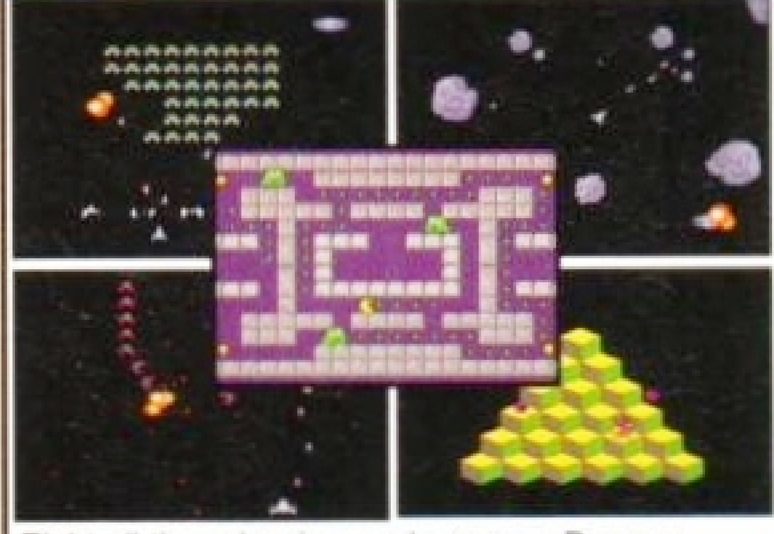
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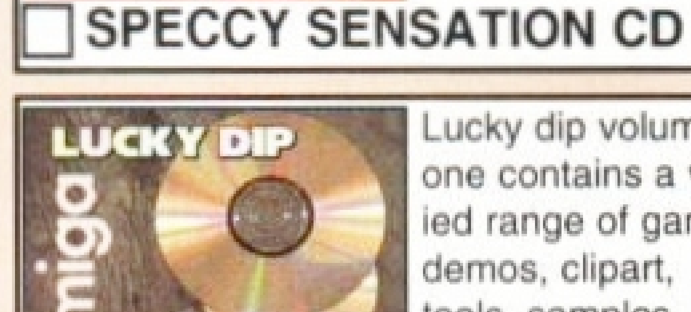
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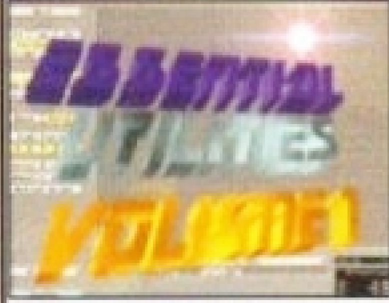
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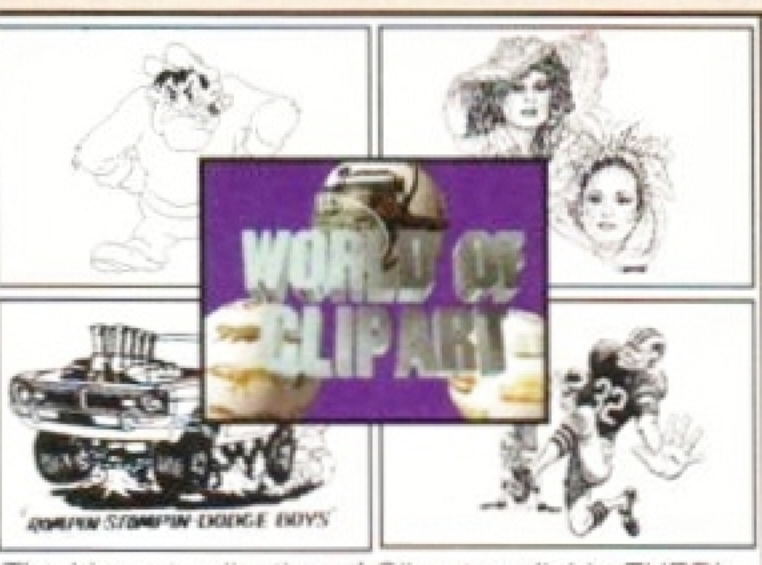
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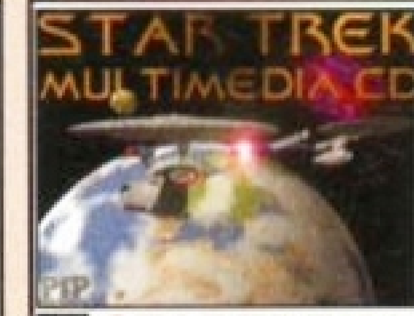
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☐ AMINET 5 March/April `95



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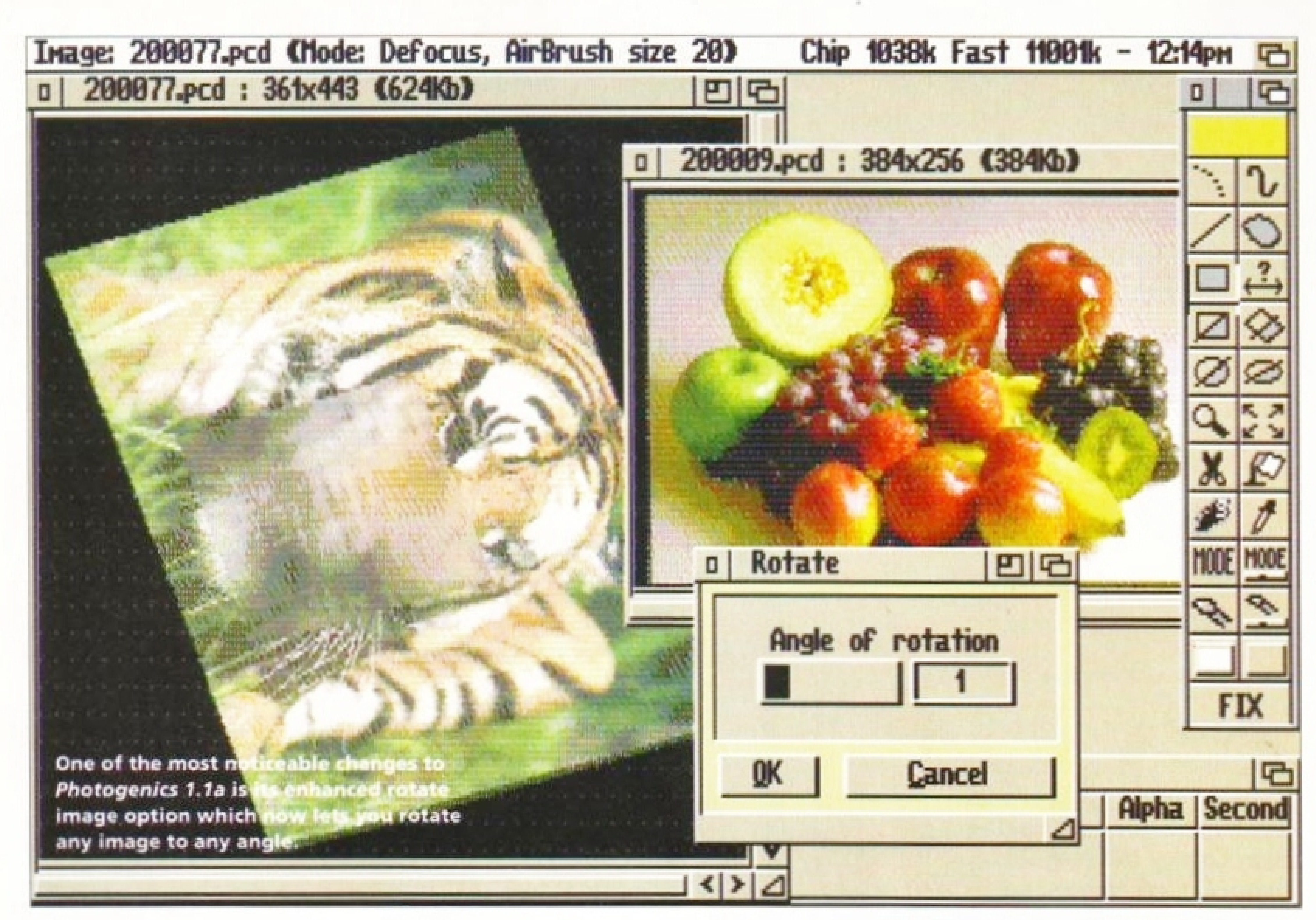
☐ STARTREK MULTIMEDIA CD

Almathera obviously aren't prepared to rest on their laurels. Having gained the accolade of a 95 per cent *Format Gold* (*AF68*) for their *Photogenics* image processing program, they are now back with an upgrade that promises to deliver even more pixel punchin' power.

Available free of charge to all registered *Photogenics* owners (simply send Almathera your registration number, a blank disk and an SAE), this latest upgrade extends *Photogenics*' image processing capabilities considerably.

If you expect to finds lots of new and exciting features then *Photogenics 1.1a* may be something of a disappointment. Instead, Almathera have concentrated on fine-tuning the already impressive range of tools and associated features.

By far the most important improvement is *Photogenics*' rotation capabilities. Whereas the previous version restricted you to 90 degree increments, *Photogenics 1.1a* lets you rotate an image to any angle you choose. Couple this with the increase in performance that Almathera have managed to build in and this makes the upgrade worthwhile.



One of the most noticeable changes to *Photogenics 1.1a* is its enhanced rotate image option which now lets you rotate any image to any angle.

Photogenics 1.1a

Little more than three months on from the release of *Photogenics 1.0*, Almathera are back with an upgrade. Jason Holborn puts it through its paces.

Version 1.1a also has new paint modes – refract (splits the image into four separate chunks and then puts them back together at a slight offset from the original), flip (flips your image or brush horizontally or vertically), median stellate (transforms the image into a pattern of pretty stars) and defocus (blurs the image by a variable amount – like adjusting a camera lens).



Many of Photogenics' existing paint modes have been enhanced too. For example, whereas the original RubThru allowed you no control over the rubbing process, *Photogenics 1.1a* enables you to offset the secondary bitmap (the bitmap that will show through the 'rubbed' areas) by a specified amount.

Photogenics' Emboss operator has also undergone work. The original only allowed you to add a shadow to the outside of a line, now *Version 1.1a* lets you add shadows to both sides. A minor feature maybe, but still important. The increase in *Photogenics*' performance has also been carried across into the paint modes, making the program more productive.

Photogenics has always been a great program but *Version 1.1a* is even better. Although it may not offer the raw image manipulation power of dedicated image processing programs like *ADPro 2.5* and *ImageFX*, *Photogenics* leaves them for dead when it comes to ease of use and 'hands on' retouching features. Whilst it's unlikely to make existing *Photogenics* owners fall over themselves to upgrade, those that haven't seen the light should be impressed with the increase in speed and additional features. A winner.



Emboss is just one of the many paint modes which have been considerably enhanced for *v1.1a*.

PHOTOGENICS 1.1a

DISTRIBUTOR
Almathera Systems 0181 687 0040

PRICE
£54.95
(Free to *Photogenics 1.0* owners)

SYSTEM REQUIREMENTS
WB 3.0 or better, 1Mb of RAM

SPEED ●●●●●
Even on a 3.1-based A500, it is surprisingly rapid. On an accelerated Amiga your hair will stand on end!

MANUAL ●●●●
Although the production quality leaves a lot to be desired, the manual content is very, very good indeed.

ACCESSIBILITY ●●●
Not as accessible as a dedicated paint program but easier to use than *ADPro* or *ImageFX*.

FEATURES ●●●●●
Although nothing astounding has been added to this latest release, the core range of features is top notch.

VALUE ●●●●●
Almathera could double the price, and *Photogenics* would still be worth every penny.

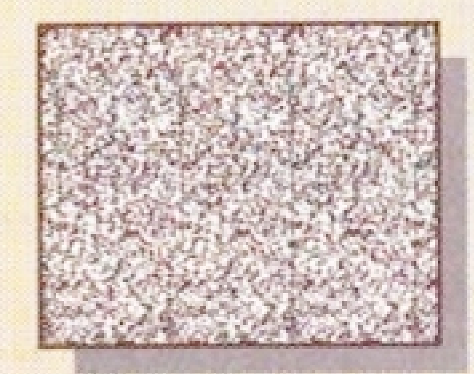
"If you're even remotely interested in graphics, Photogenics is the program to own. Buy it now."

92%



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The large picture shows, among other things, practical applications of Palette Merge and Color Average Resize (used to scale and combine all items), Color Quantization (applied to 24-bit images), Gradient Fill and Alpha Channel (used to create the shadow) and various other image processing effects.

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From the International Press

Animation is fast and effective, particularly because of the innovative storyboard feature.

Virtual memory is fantastic if you don't have enough real memory in your machine.

The image processing tools are bountiful and versatile as always, and the 24 bit printing is again excellent. It certainly pushes printers to their limits, and the results may very well surprise you.

PPaint is unbeatable at handling the palette and in remapping quality.

Font handling on PPaint has always been fantastic. I like the way that you can type directly over the screen and still use the cursor and delete keys for editing, even if you've typed a whole screen full of text.

The alpha channel is simple to use and yet a very powerful feature normally found on expensive 24 bit programs.

Rating: 90%

Gary Fenton, Amiga User International, Great Britain

What do BBS users, C programmers, Bridgeboard users and Amiga artists have in common? Give them all a copy of Personal Paint and you'll find out.

Fred Hurteau, Amiga World, USA

hat installer happens to be one of the friendliest nd most intelligent I've had the pleasure to se... PostScript output is finally supported by a aint program!...

*t's see *** do that!*

ting: 92%

dley Storey III, Amiga Down Under, Australia/NZ

xcellent piece of software: stable, user ndly, fast. It is packed with unique features that make it very precious in many difficult situations: color quantization, palette merge, image processing, PostScript color separation, professional Preferences printing and many more.

Highly recommended, both to novice users, who will take advantage of the excellent documentation and the intuitive user interface, and to experienced professionals of different fields such as graphics, DTP, programming and multimedia.

Editorial, Amiga Magazine, Italy

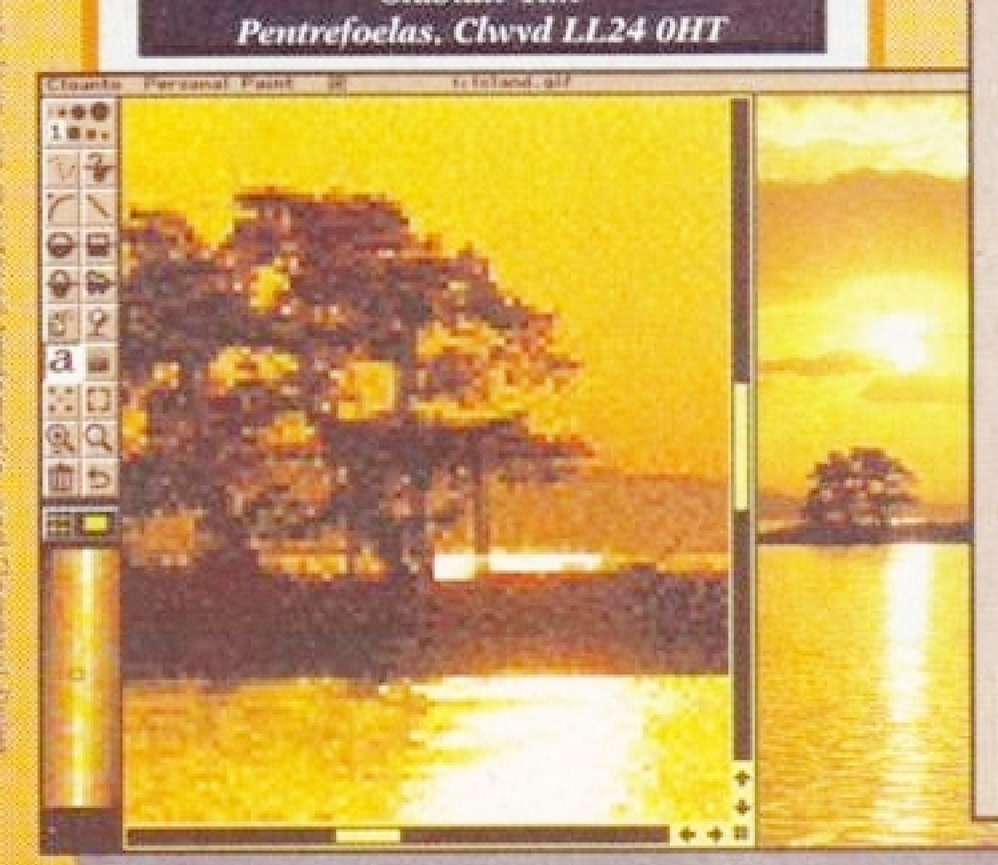
As a professor of plastic arts and counselor at the film institute, I'm always in search of tools which succeed in combining ease of use with a range of original features. My most recent discovery has been Personal Paint.

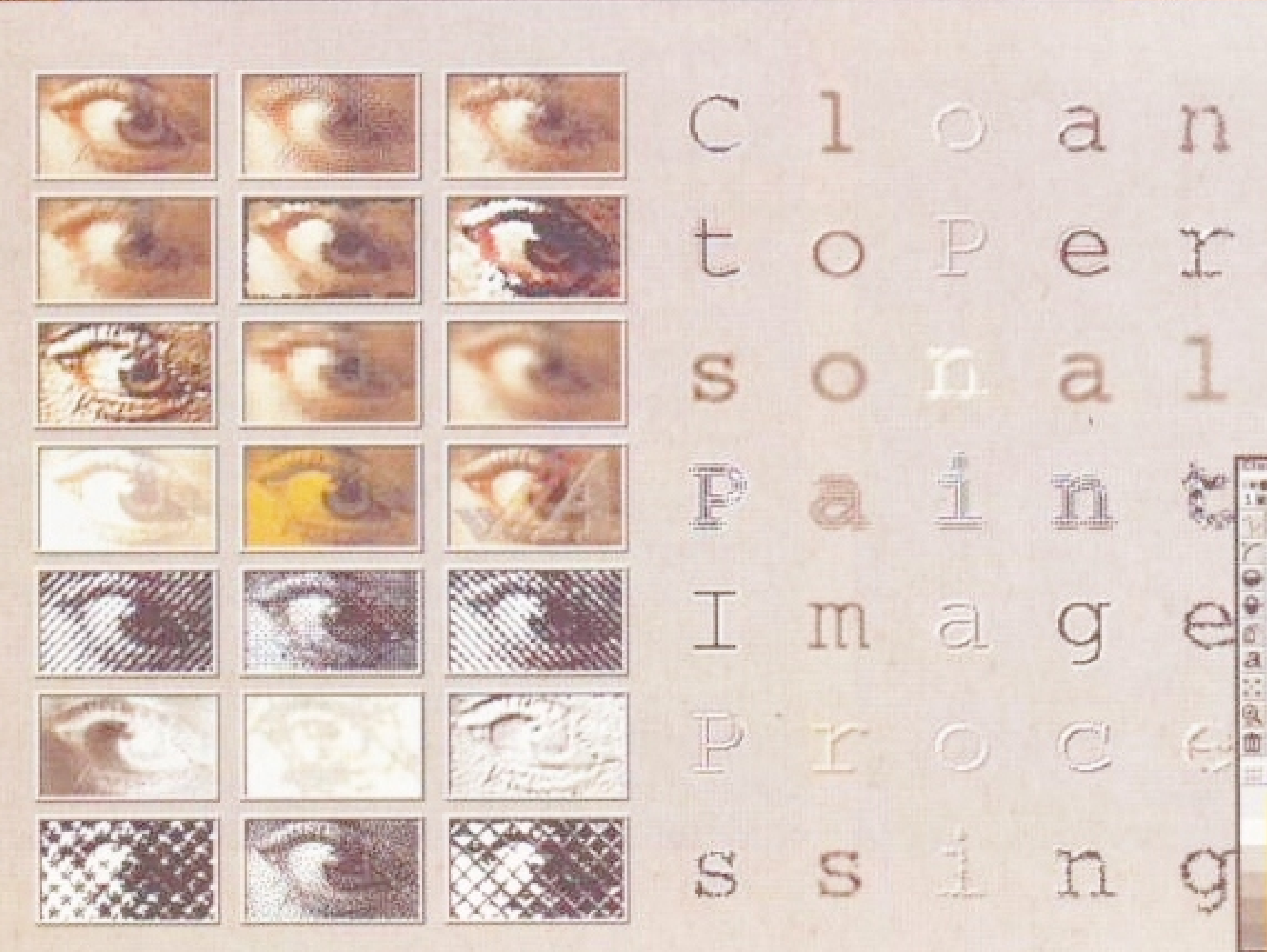
This time, I don't need a dictionary to read the manual. It is direct, clear and concise. It is detailed, yet simple and perfectly accessible to the beginner.

Christian Hamoneau, AmigaNews, France

... If you cannot believe all this to be true, read our review.

Rating: Editor's Choice







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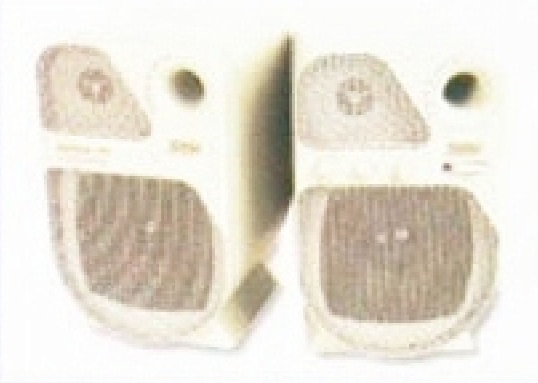


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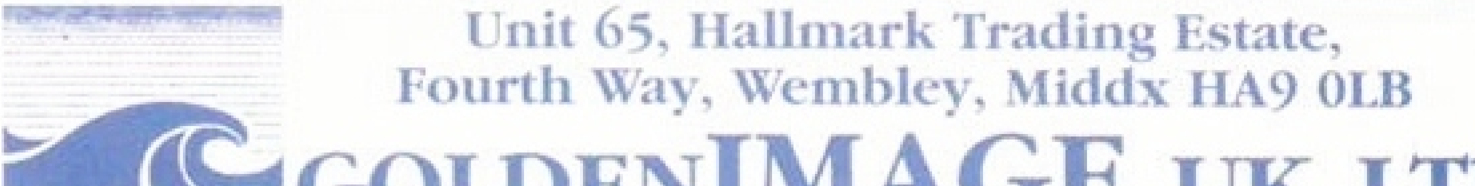
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Deluxe Paint V

The Amiga's oldest paint package just doesn't know when to lie down and take a count, as Stevie Kennedy found out...



Some of the textures on offer. They vary in quality, but a bit of imaginative texturing can give a tired image new life.

A new soft-edged airbrush is a welcome addition to *DPaint V*. It adds considerably to HAM and HAM8 drawing power, and about time too!

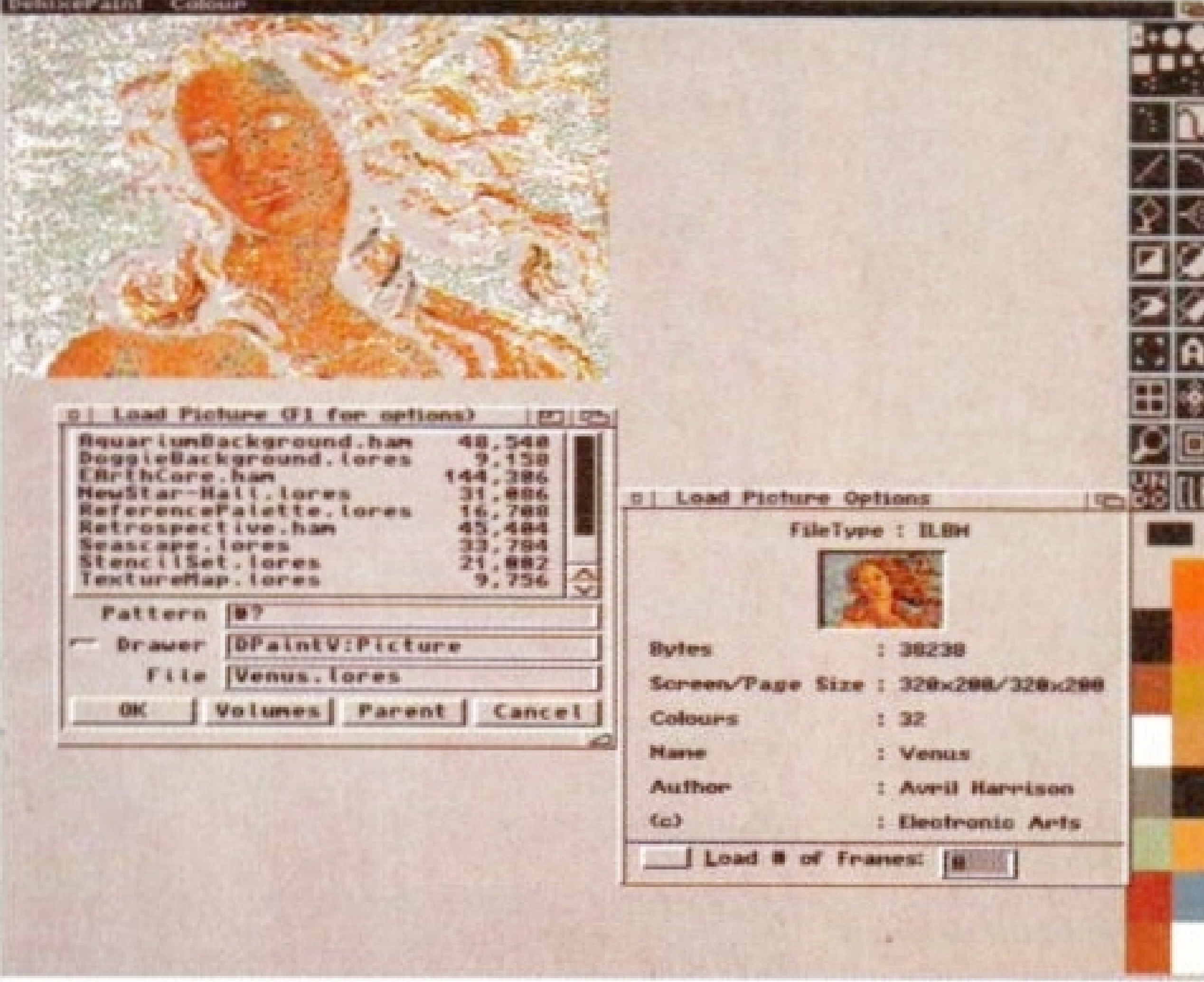
Just when you thought that *Brilliance*, *Photogenics*, and *Personal Paint* had punched the life out of *Deluxe Paint*, Electronic Arts have slapped the old bruiser across the face a couple of times, given him a few new moves, and pushed him back into the ring. He might have one eye shut and a nasty cut below the nose, but if George Foreman can do it...

Deluxe Paint hit a high on version III when it appeared in just about every software bundle sold with an A500 and became the standard for Amiga art. For animation, the program's Move requester was hard to beat and it had several powerful features, not the least of which was the Perspective tool.

Things change, however, and when people started to clamour for HAM and even HAM8 support, Electronic Arts released version IV to a waiting world. The result was a mixed bag. Although some interesting features were added, the speed of *DPaint*'s operation (in HAM and HAM8 modes at least) was so slow as to be unusable on anything less than a 68030.

In its favour, the package is one of the most easy to use, but modern Amiga style guides overtook it a couple of years ago and when the competition started to offer more features, the EA program's dominance of the low-end graphics market was at an end. As an upgrade, version V goes a fair way towards redressing the balance, and offers more than the missed opportunity that was *DPaint IV*.

Speed, however, is not one of the improvements in *DPaint V*. The documentation claims that it is faster in some operations, but the only real improvement I noticed was where proper Amiga gadgets and requesters have been used to replace the old-fashioned *DPaint* efforts. Choosing a font or using one of the many requesters is made a lot quicker and easier simply by making full use of keyboard short-cuts, and EA should be applauded for taking on board the standard approach.



Loading and saving images is aided by a new embedded preview feature and the use of a faster Amiga file requester

In other areas, especially when working with HAM and HAM8, the package seems to trundle along at much the same speed as its forebears. Using flood fill on a HAM8 image is still a good way to make time for a tea break. Another irritating foible they haven't cured is the habit of ignoring the area below the tool bar on the right-hand side of the image.

In other areas, there have been some solid enhancements to the existing tools and features. The tool bar itself holds a few of these, and rather than the pointless extras people shove into packages, EA have included some seriously useful stuff.

ARexx macros are one of the most welcome additions, especially because EA decided to make them available to everyone by including an auto-record function. The new Macro menu has a simple toggle option to begin recording, and finished macros can be assigned to the numeric keys (with the right Amiga key) or selected from the User menu.

This degree of automation is ideal for the artist who doesn't want to mess around

Continued overleaf ➡

with *ARexx*, and would be a godsend for those who might be sick of setting up, say, a perspective effect for the millionth time. Macros can be loaded and saved at any point, so there's no limit to the number available for use.

On the tool bar, picking up brushes has been made easier by the inclusion of a Magic Wand icon. Just click the Custom Brush icon three times then click once inside the area you wish to pick up. *DPaint* grabs hold of all pixels lying contiguous with the one you click on, except background pixels, making it much easier to pick up irregular shapes.

One priceless addition is the ability to animate with a page size larger than the screen, which allows for the new Anim menu option, Camera Moves. This can be put to work to pan the camera across a larger-than-screen image to give the effect of a scrolling background, zoom in or out, and generally give the animator a much enhanced range of effects to play with.

Screen wrap is taken care of, so if you were setting up an anim of a man running, it would be relatively easy to have him jog on the spot while the background scrolls past rather like in the old movie studios. This takes a lot of the work out of drawing background frames and is a real bonus.

The Move requester has seen a couple of enhancements in that users can now set transparency levels for the beginning and end of a move, and fade in and out very smoothly. Cinematic fades and camera pans aren't exactly new, but they've never been so easy to utilise from within a paint package and videographers would be advised to give *DPaint* another look.

A second animation plus is the removal of the package's fussiness about palettes. With *DPaint V*, users can animate with frames of differing palettes (one per frame if you wish), making it a lot less painful to stitch several scenes together. When combined with the ability to animate on huge canvasses, the new features give *DPaint* a much roomier feel.

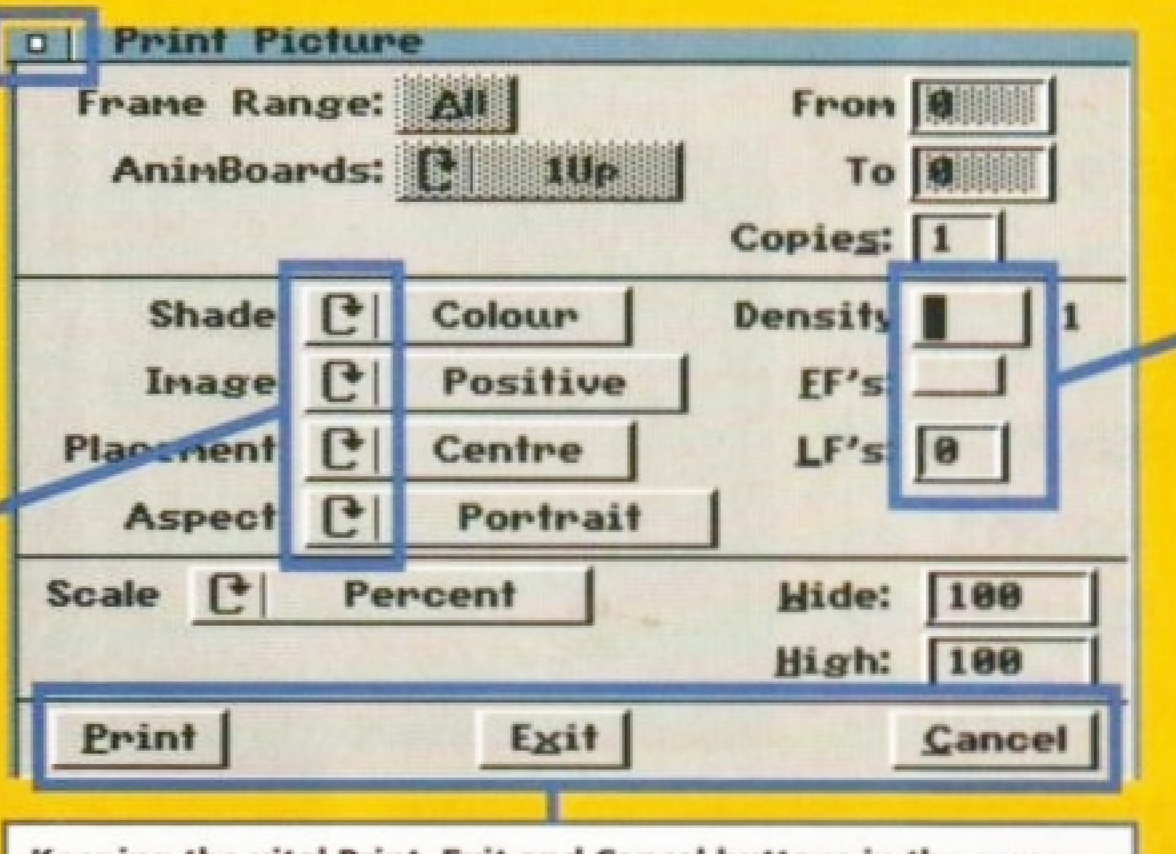
"The light table has seen several improvements and has its own Prefs settings, which, makes using the tricky little beast a bit easier."

AMIGA STYLES

The benefits of following Amiga style guides laid down by Commodore are many, not the least of which is keeping the OK and Cancel commands on the correct sides of a requester. By adopting proper Amiga file requesters and style guides for buttons and gadgets, a package becomes instantly more accessible, because anyone who has used it following the same style guides will be that much more comfortable with it.

The all-new print requester is a good example of Amiga style guide use. For a start, you get a proper close gadget

Note the use of Amiga cycle gadgets for most multiple option selections. This is much more akin to *Wordworth* or *PageStream* than to older versions of *Deluxe Paint*.



Check buttons for toggling options (on and off) are used in conjunction with radio buttons and have a much more standard appearance.

Keeping the vital Print, Exit and Cancel buttons in the same place is a good way to avoid disasters. There's less chance of clicking on the wrong one by mistake.

The light table feature has seen several improvements and now has its own Prefs settings. The four layers can be selectively turned on or off and each can be dimmed to exact specifications, which makes using the tricky little beast a bit easier.

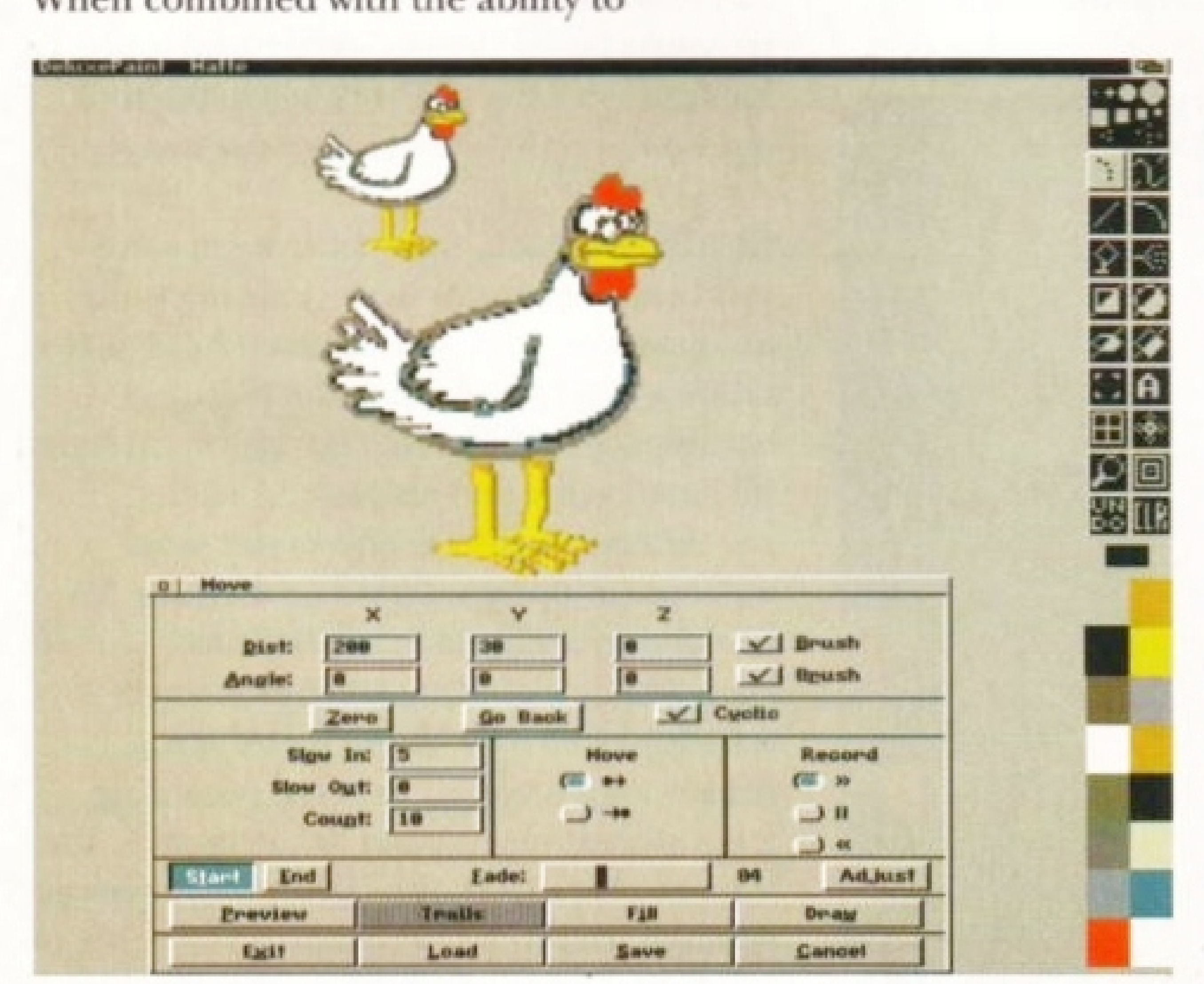
Printing animations for preview may seem daft, but the new printing features include a Storyboard option to print up to 16 frames on one piece of paper. Many animators will find this a puzzling addition, but storyboards are useful for showing an animation in its rough form or tracking the action in a number of scenes without continually running them on screen.

In drawing terms, little has changed. There's a new soft-edged airbrush option which works with HAM and HAM8 to give users the same control offered by other HAM8 packages, but this is hampered by speed considerations and isn't really suited to EHB or other modes with fewer colours.

Those who create a lot of HAM8 images or who would like to edit 24-bit files, even if only to add a bit of text to them, will be glad of the new 24-bit support. *DPaint* can now hold a buffered 24-bit frame in the background while you display it on screen at anything down to 16 colours and mess around with it. For AGA users, this makes *DPaint* a much more complete package.

DPaint's rivals offer textured painting and other advances over straightforward painting, and *DPaint V*'s attempt to catch up is the new Media and Textures options. Media can be oil paint, chalk, felt tip, or water colour, and there's a generous selection of different canvas textures.

All in all, a good upgrade with as many new features as enhanced old ones. You could argue that the animation restrictions should have gone with release IV, but the use of style guides, auto-recorded macros, and a fistful of tweaks gives *DPaint* a better chance against the fierce competition.



The much improved Move requester now has fade in and fade out with user-adjustments for cinematic effects with brushes. This, combined with full-screen camera moves, gives *DPaint* a real boost for video work

DELUXE PAINT V

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Electronic Arts 01753 549442

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£89.99

SYSTEM REQUIREMENTS
WB 2.04, at least 2Mb RAM (4Mb highly recommended)

SPEED ●●
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MANUAL ●●●●
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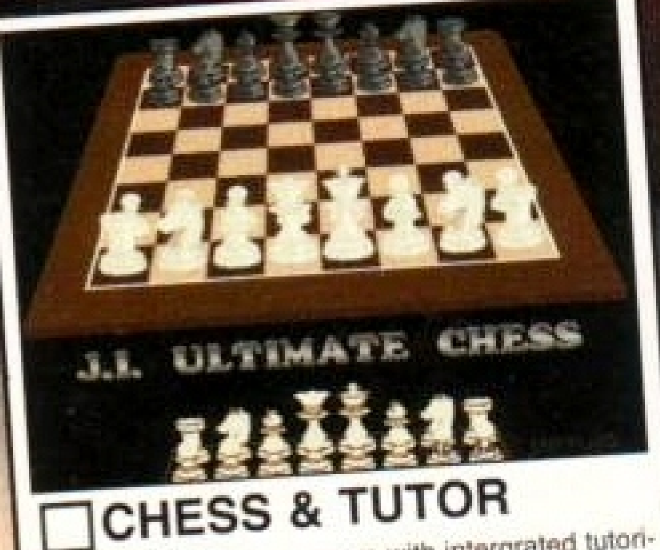
FEATURES ●●●●
Plenty left over from older versions, and a few nice additions.

VALUE ●●●
There are some very competitive packages available for less (see *Photogenics, AF68*).

"You have to admire DPaint's attempt to bounce back, though it still suffers in the speed department."

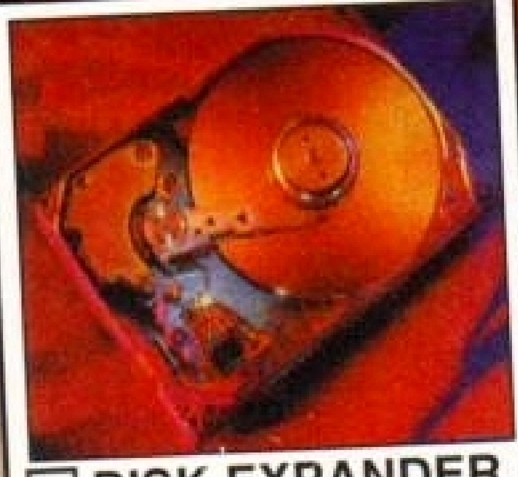
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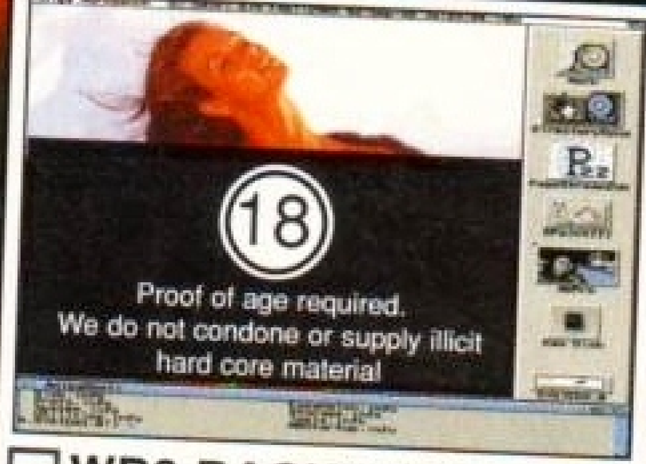
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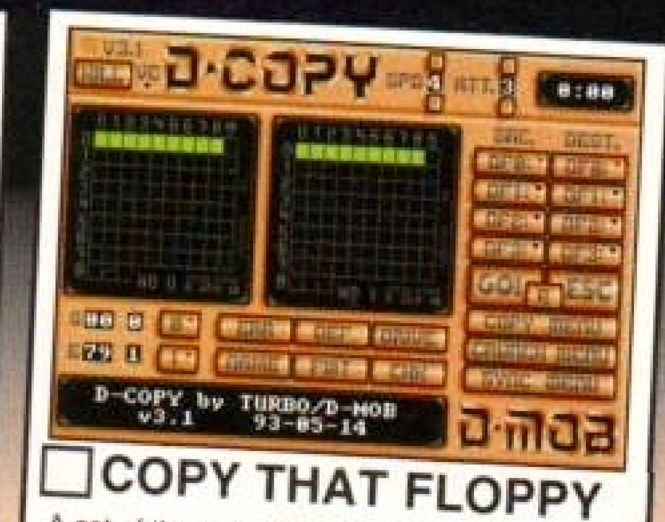
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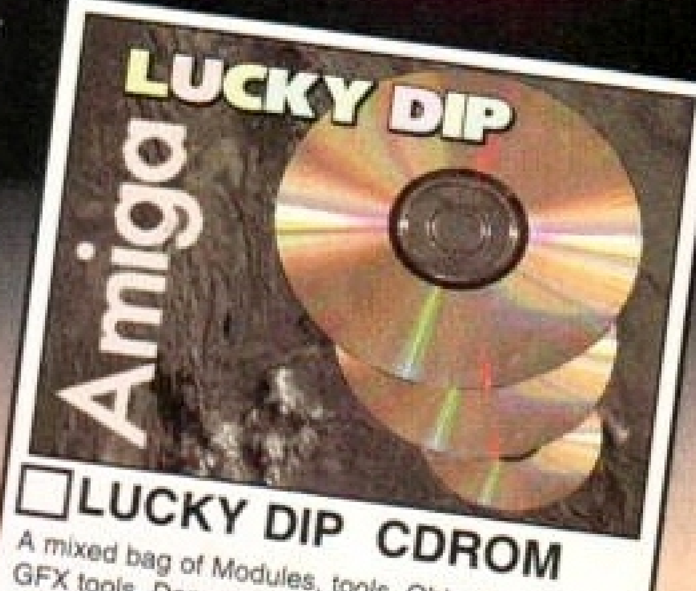
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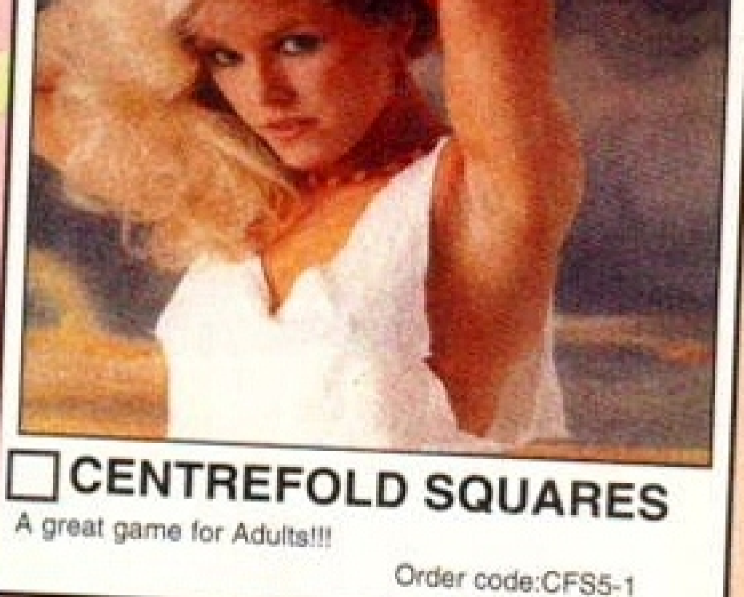
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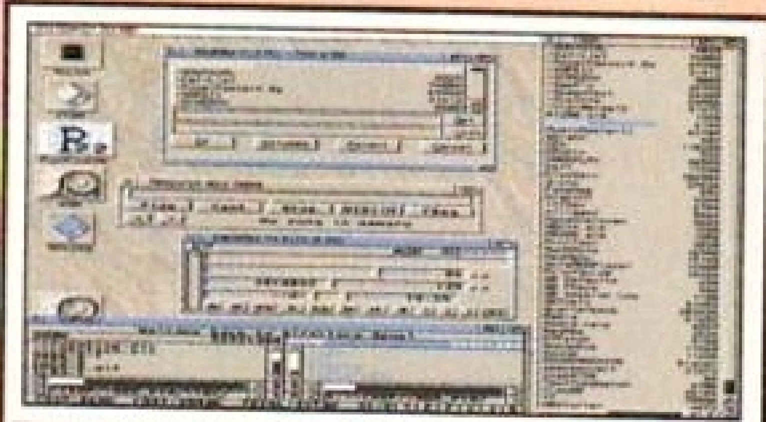
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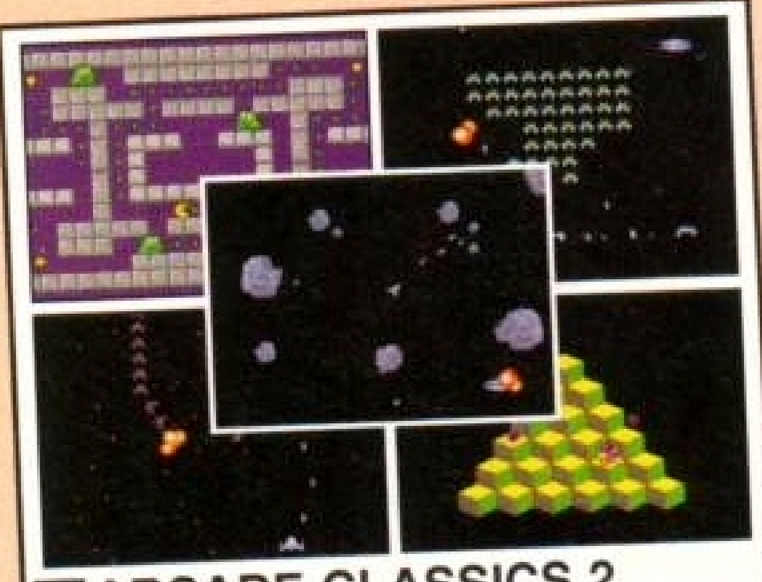
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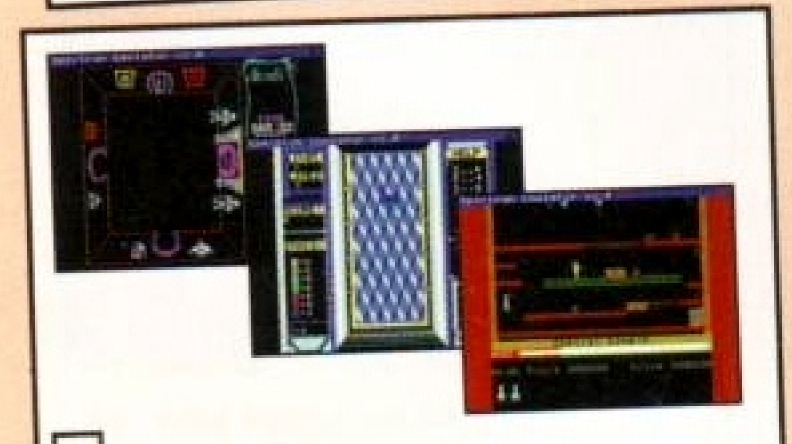
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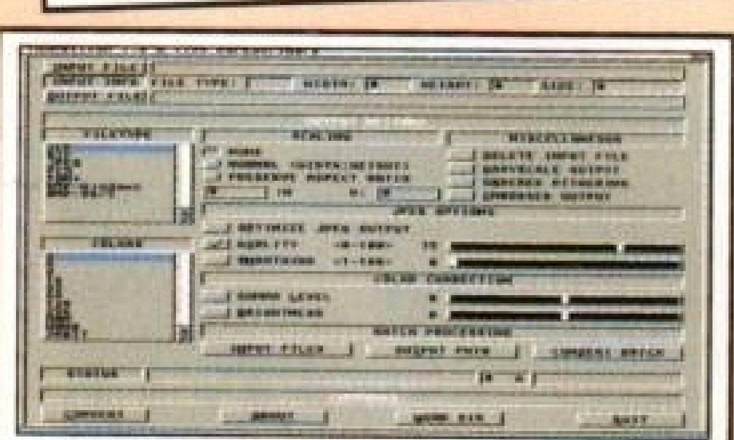
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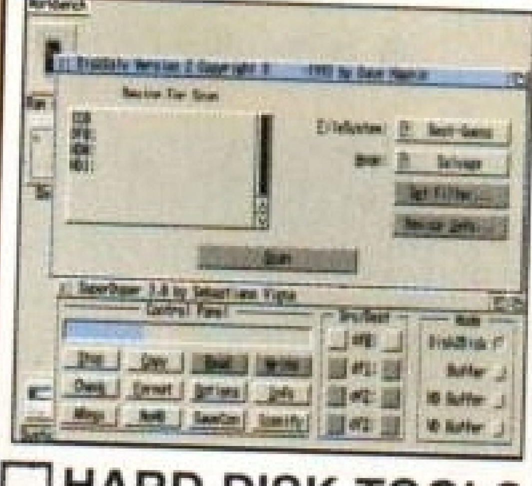
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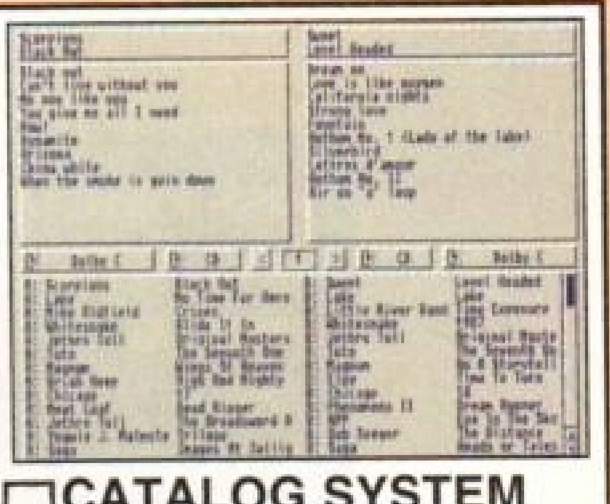
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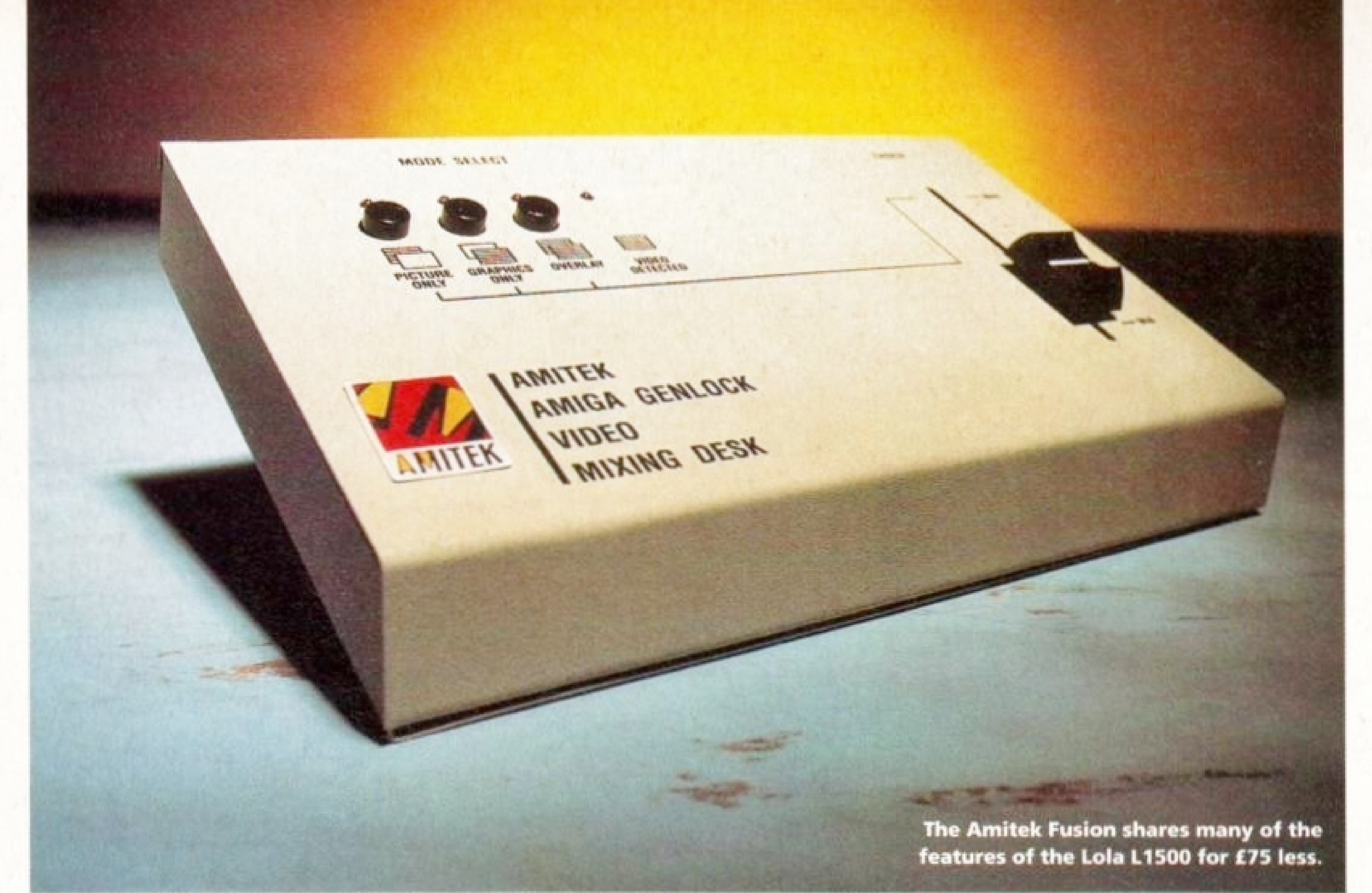
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The Amitek Fusion shares many of the features of the Lola L1500 for £75 less.

Amitek Fusion

A genlock for under £100 can't be up to much. Or can it? Steve McGill discovers a true desktop video bargain in the form of the new Amitek Fusion.

Desktop video is one of the most exciting and potentially rewarding areas of endeavour that any Amiga owner can indulge in. And one of the DTV enthusiast's first purchases usually involves a genlock of some description.

But which genlock should you buy? There's a bewildering choice on the market. They range from excellent and expensive to not very good but still expensive. The Amitek Fusion should help anyone out who finds themself in this purchasing quandary.

The first decision you make should be based on the equipment you have. If you're rich enough to own Hi-Band equipment such as Hi-8 cameras and Super-VHS video decks, then you're better off looking elsewhere.

The Fusion handles standard composite signals only. But that isn't a great disadvantage because the vast majority of consumer equipment only outputs composite video anyway.

The main problem isn't always the picture quality, but the number of copy generations you can dub down to. Signal integrity has to be top notch for fourth generation copies to be acceptable. And that's where most composite genlocks fail – mixing graphics with video input, by definition, degrades the signal. Even third generation copies can look awful.

AMIGA GOLD FORMAT

Due to a superior custom chip, built by Lola, the Fusion's degradation is minimalised and it gives one of the cleanest, sharpest, crispest signals of any genlock under £300. Hardly surprising considering that it's specially made for Amitek by Lola Electronics. The only difference electronically between the Lola L1500 genlock and the Fusion lies in the circuit board they're constructed on and the addition of a video signal fader.

Cosmetically, the Fusion looks cheaper, but that's most likely a marketing ploy. After all, it does cost considerably less (it's about £75 cheaper) than the L1500 and is aimed at a different marketing niche. Subtley, the L1500 uses BNC connectors for video connection whereas the Fusion uses standard 75 ohm RCA – phono sockets.

So beware. Aside from fading the video signal to black, the Fusion offers all the features of the L1500 such as full-travel fading of Amiga graphics into the video picture, seamless – and hence recordable – transitions between full Amiga graphics, video pass-thru, and mixed graphics and video and superior stabilisation of the mixed Amiga signal – it's possible to achieve acceptable results even when the video source is paused.

And there's more. Provision is made for RGB pass-thru and an optional chromakey device. The chromakey will be available in September of this year at the earliest. If it's up to the same standard as the Fusion, it'll be terrific.

The message is clear and simple. The Fusion represents excellent value. It's ideal for the beginner as well as the undemanding semi-pro. A true *AF* Gold winner if ever there was one.

The other tremendous aspect of the Amitek Fusion is that you also get a free copy of Scala's HT 100 titling program to play around with.

So now you can start recording

A more than welcome addition to the package is the bundling of *Scala*'s cut-down *HT100* titler.

WHAT DOES A GENLOCK DO?

A commonly asked question with a simple enough answer. Genlocks let you superimpose Amiga graphics on a source video signal. It achieves this by making one of the Amiga's colour registers – usually colour zero – transparent. All instances of colour zero are replaced with video.

Genlocks are excellent for adding titles and credits to video productions. But they can also be used for multimedia applications and special effects.

AMITEK FUSION

DISTRIBUTOR
Silica Systems 0181 309 1111

PRICE
£99

SYSTEM REQUIREMENTS
Works with all Amigas

SPEED ●●●●
Works at standard genlock speed.

MANUAL ●●●●●
Well presented and with helpful diagrams. Even the most nervous beginner will approach using the Fusion with confidence.

ACCESSIBILITY ●●●●●
All very easy to use. Connection to other equipment presents no problems whatsoever.

FEATURES ●●●●
Incredible considering the price. Comes with a cut-down version of *Scala*'s *HT100* titler.

VALUE ●●●●●
The best-value genlock currently on the market. Unless Hi-Band video use is of paramount importance, you should think long and hard before considering any other genlock.

"Top genlock. Out performs genlocks costing double. It's quite tremendous."

90%


The essential magazine for Amiga enthusiasts
AMIGA
SHOPPER
A570 PhotoCD
CD ROMs
PRIMA

CD-ROM round-up

Graeme Sandiford reviews and rates the latest CD-ROM releases.

Aminet Set 1

PD Soft 01702 466933 ■ £34.99



These images are good examples of what you can find on the Internet and the *Aminet Set* CD-ROM.

Yes, young ladies, you too can develop a physique like this with a bit of exercise every day and a decent rendering package.

If there is one thing that's certain about the Internet, it is that it's huge. How big? As big as a very big electronic thing that covers most of our planet. The section of the Internet devoted to the Amiga and its users, the Aminet, is similarly large. So big, in fact, that despite the huge storage space of CD-ROMs there has not been a single disc that has contained more than a fraction of the files in the Aminet.

Now, the *Aminet Set* gives you the chance to sample the delights of the whole of the Aminet. It's a four-disc collection from Germany that costs £34.99 and covers all the files and programs available from the Aminet as of January 1995.

The Aminet is divided into different categories (directories) that contain files and programs that will be of interest to every Amiga user and for ease of use the *Aminet Set* has also opted for this simple, but accessible format.

The discs each contain several directories that deal with a range of interests. Disc A is an interesting one which features mostly developer's tools and utility software. But it also seems to be a bit of a spill-over disc, because it also has a bit of everything else too.

Disc B contains graphics programs, pictures and animations, text programs and documents. As you might expect this is the most colourful of the discs and has plenty of good examples of creative uses of the Amiga.

Disc C is a hotbed of activity and you'll find the demo and games directories here. It also has the Comms and hardware files too. The final disc, D, contains all of the business applications, as well as music programs and modules.

Overall, this is a highly impressive collection. For the first time you get the whole of the Aminet. Which means you also get the best the Amiga world has to offer in PD and Shareware too.

Continued overleaf ➡

"Yippee! The whole of the Aminet in one huge collection. Buy it!"

91%

INTERNET INFO

PD Soft 01702 466933 ■ £19.99

Now, this is something a little different. It's an Internet CD without any programs. What's the point of that? I here you ask. Well, it is just information, in ASCI, taken from the Internet – after all that's what the Internet is really all about.

At first I was a little sceptical. So, I thought I'd take a quick look at some of the directories and the next thing I knew it was two and half hours later! Talk about absorbing, there are files about almost any subject you could think of from comics and video games to building satellite systems and the connection between awareness and technology.

The best thing is that the sources of the information are included, so the next time you log on you'll know where to find all the interesting sites and newsgroups.

86%

```
parenthood, social deseases, etc... Inside I found this:

TEN QUESTIONS TO ASK ABOUT YOURSELF AND YOUR RELATIONSHIP
1. What do I want from this relationship?
2. Have I told him/her what is important to me in a relationship?
3. Does he/she tell me what is important to him/her in a relationship?
4. Am I happy with the way things are?
5. What type of changes would make it better?
6. Can we talk about touching?
7. Do I feel good about the touching we do?
8. Am I feeling pressured or am I pressurring?
9. How does the relationship affect other things or people in my life?
10 Who can I talk to when things get tough?

Then it goes into these definitions:

MATURE LOVE
*both are individuals apart from the other
*each accepts the fact that neither is perfect
*the relationship is strong in tough times as well as happy times
*the love gives each person energy to devote to all aspects of life
*the two people are close friends
*each person continues to grow as an independent human being
*there is joy in giving as well as recieving
*there is honesty and trust between the two people
*each feels a responsibility to the others well being

INFATUATION IS NOT LOVE
*the person depends on the relation for self esteem
*the person takes more from the relationship than they give
*each is jealous of the others seperate activities
*the relationship drains the person of energy
*the person is afraid that the other person will lose interest in them
*the person can only think of the other person

What do you think
```



FRESH FISH 8

PD Soft 01702 466933 ■ £24.99



Yep, it's another Fred Fish disc – and yes, it is full of interesting files and useful programs. Volume 8 of *Fresh Fish* is a two-disc collection of the latest PD programs and files.

Although there are some games, this collection is really aimed at the serious user. There are lots of useful and hard-to-find files such as elusive libraries, new datatypes for Workbench 3 and plenty more. Another fine collection.

88%

DEMOMANIA 1

PD Soft 01702 466933 ■ £19.99

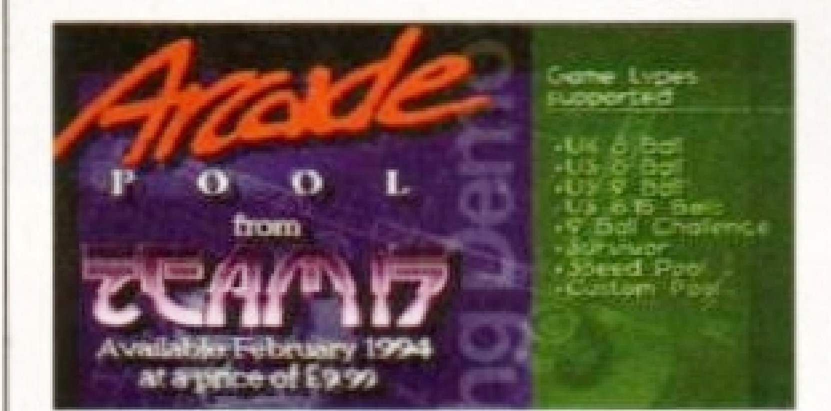


This CD-ROM from Germany is devoted to demos. Or to be more precise, the demos the compilers thought were the best of 1994. There are some familiar ones such as *9 Fingers, Big Time Sensuality, Seven Seas* and *Cream*. The demos are compressed on to the disc but can be decompressed surprisingly quickly and most of them are worth waiting for.

80%

GIGANTIC GAMES

PD Soft 01702 466933 ■ £19.99



***Gigantic Games* is a CD-ROM stuffed full of more than 1,000 games made up from a mixture of PD, Shareware, demonstrations of commercial releases and some Mac games – which I could find no trace of. Unfortunately, many games didn't work properly on the A1200, despite the best efforts of the *Degrader* program.**

75%



This corking little montage has been put together and rendered by Andy Everett who is just one of the 3D artists featured on the *3D Arena* CD-ROM.

3D Arena

Almathera 0181 687 0040 ■ £24.95

Recently we've seen an abundance of 3D or 3D-related CD-ROMs. This is to be expected because it's an activity that is greedy for storage space. However, this is far from Almathera's first outing in the business of producing Amiga CD-ROMs and there's plenty of good reasons to expect something a little more than the standard 3D fare.

3D Arena is more than a collection of 3D objects and bitmap textures. It has its fair share of these, but it also contains a variety of other files as well as some useful utilities.

You get the impression, after scanning a few directories, that this disc has a great deal of support from users and user groups. A lot of the files and example pictures have come from BBSs. A pleasant surprise was to find the 24Bit Club Scotland's excellent *Lightwave* collection – the whole thing! If you are a user of *Imagine* you'll be glad to hear that the CD is not exclusively geared to *Lightwave*. You'll also find plenty of *Imagine* formatted objects to render. There are also attribute files, tutorials, utilities and example pictures and animations.

Real 3D users will be similarly pleased to find objects, utilities, animations, pictures and tutorials. If you're not a user of this incredibly powerful program, you might like to have a look at the demo version of *Real 3D 2.35* that has been included on the disc.

Unlike many other 3D CD-ROMs, *3D Arena* has a healthy supply of utilities. There are simply loads of programs – everything from a directory manager to complete 3D rendering packages. Of particular interest are the conversion and display programs that include MPEG encoders/decoders and object convertors.

There is loads more on the *3D Arena* disc, including utilities and animations for use with 24-bit cards and even some PC files. It's an absolutely cracking disc that should be in the collection of any serious Amiga 3D artist.



This MPEG playing program is just one of the many graphics utilities on *3D Arena*.

"3D Arena stands head and shoulders over almost every other 3D CD-ROM."

94%



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WB 3 +	For Workbench 3 only
(2D)	The number of disks
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(AGA)	For AGA Machines
(030)	Processor Needed
(HD)	Hard Drive Needed

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Prep, format and install WB to your Hard Drive.
U132 C64 EMULATOR v3 [2D]
The latest version of the C64 emulator.
U230 TOOLS DAEMON V2.1 [WB2+]
Adds tools to your Workbench Menu.
U239 RE-ORG v3.11 [WB2+]
Re-organise your disks/hard disk.
U302 VIEWTEK v2.01 [WB2+]
Viewtek can show many picture formats including JPEG and the AGA screen modes.
U317 ACTION REPLAY PRO [AGA]
Action Replay for the A1200/A4000.
U318 VIDEOTRACKER DATA [4 Disks]
Loads of data files for use within Videotracker.
U336 EPOCH MASTER V [WB2+]
Address, telephone manager and to-do organiser.
U349 LIBRARIES + DATATYPES
Do you ever need a library? Here's a collection!
U352 MAGIC WB v1.2P [WB2+]
The lastest version of the 8-colour icon replacer.Use this with our Extras disks for superb results!
U355 STEREOSCOPE v2.4A [WB2+]
Stereoscope is an RDS generator. Create the 3D hidden pictures as seen in stores such as 'Athena'.
U359 TELETEXT v1.20 [WB2+]
Create a teletext receiver with your Amiga.
U376 POWERCACHE v37.115 [WB2+]
Speed up your Hard Drive access with this cache program. Versions for 00, 020, 030 and 040 CPUs.
U379 DESKTOP MAGIC v2.0 [WB2+]
This program allows you to assign sounds to Workbench functions like mouse clicking etc.
U401 SPECTRUM EMULATOR v2
Play Spectrum games on your Amiga.
There are versions for the 00 and 020 processors.
U402 HD CLICK v2.7 [WB2+]
Access programs with an easy to use menu.
U408 DISK SALV v2.31
This is the best disk/file repairer in the Public Domain. Undelete/salvage files and repair disks.
U414 DISK MANAGER v4 [WB2+]
Catalogue the contents of your disks. Then you are able to list them for your friends.
U415 GAME WARPER v1 [020 Processor+]
Game Warper contains many ready-to-go game cheats as well as a Action Replay cheat input ability
U416 AMIGA DOS GUIDE v1
Learn how to use your Amiga and DOS.
U426 EPU STAKKER v1.70 [WB2+]
Can double your hard drive space!
U432 VIRTUAL WORLDS [WB2+]
WOW. This is a 3D isometric atmosphere which allows you to move around 3D objects. Get this!
U434 EDWORD PRO v5 [WB2+]
Edword Pro is the most comprehensive and easy to use word processor on the PD market. Get this!
U435 MOVIEGUIDE v2.04 [WB2+] [2 Disks]
This contains loads of catalogued movies.
U438 256 COLOUR ICONS [AGA]
This is like having Bodyshop as icons.
U439 AUTO STEREOGRAM v2D [WB2+]
Latest version of the hidden picture producer.
U440 SNOOPDOS v3 [WB2+]
Use Snoopdos to monitor program activity. An ideal tool to find out what libraries are needed etc!
U448 DMS PRO v2.04 [WB2+]
Latest version of the disk cruncher.
U451 MENY MENU SYSTEM
Written by Nico Francosis this is similar to MenuMaster III but much better. Excellent menu system.
U453 MAIN ACTOR v1.55 [WB2+]
An excellent module animation player. Buy it.
U454 VIDEOTRACKER 2 AGA
The AGA un-registered version of the demomaker.
U455 VIDEOTRACKER 2 OS VERSION
The version CU Amiga forgot! For non-AGA Amigas
U458 CROSS MAC v1 [WB2+]
A demo of the program that allows you to read high density Apple Mac disks on HD Amiga drives.
U467 T. U.D. E. v1.0D
The Ultimate Degrader and Enhancer can be used to degrade A1200's and upgrade an A500.
U472 ALL NEW AGA ICONS
These are 256 colour icons which are excellent on an AGA machine. Loads here.
U475 RELOKICK v1.4A FINAL
Relokick is the most popular degrader around. Forget the fake v1.41, this is the real thing.
U478 CHEATLISTER v3.06 [2 Disks]
Cheatlister is a two-disk extravaganza containing loads and loads of old and new cheats for games.
U479 MORE 256 COLOUR ICONS
Even more AGA icons for your machine.
U480 HD GAMES INSTALLER 2
Install Jungle Strike, Aladdin, Mortal Kombat II, Ruff 'n Tumble and about 12 more!! Does NOT remove copy protection. Original disks needed.
U482 IMAGE STUDIO v1.21 [WB2+]
The very best image processor in PD. Rivals it's commercial counterparts. Shareware version.
U481 LOTTERY WINNER [AGA ONLY]
The program allows you to input all the winning lottery numbers each month, to see if there is a correlation and compiles statistics/predicts numbers!
U487 BIRTHDATE HISTORY v2.21
Check events that happened on your birthday!
U488 PRO BOARD v2.2
Pro Board is a powerful PCB designer.
U489 MENUS + MORE v3.12
Create your own menu system with this. Very powerful and easy to use.
U493 A.I.B.B. v6.5
Check and compare the speed of your machine.
U498 AMIGA X V1.21 [AGA]
A very decent image processor for AGA machines
U499 M.U.I. V2.3 [WB2+]
Create GUInterfaces. MUI is also used for certain programs such as Mosaic, DMA and Amiga Globe.
U501 GBLANKER V3.6 [WB3+]
The very best screen blanker in PD.
U502 GBLANKER V3.6 020 [WB3+]
An optimised version for 020/30/40/60 processors.
U504 DISK MON TOOLS PRO V3
A collection of disk tools (optimiser etc).
U505 CHECK IT OUT V1.02 [WB2+]
A very decent accounts program for the Amiga.
U509 SYMPHONIE PRO v2.1 [AGA] [3 D]
A 16Bit module player for any 020 (or above) processor Amiga. 16Bit modules/samples enclosed.
U510 FINAL FAX/SUPER DUPER v3.13
Final Fax allows you to control GPFax from Final Writer, sending a fax from a normal document. Super Duper is the very best PD disk copier. Latest version.
U512 ADDRESS PRINT v4.4
Store and print address labels.
U513 ONFORM v1.3B
Latest version of the decent invoice program.
U514 DISK STICK v1.1
A disk labelling program for the Amiga.
U515 QUICK FILE v3.8 [WB2+]
An easy to use Workbench database. Very good.
U516 TERMINUS v2.0E [WB2+]
A popular modem program, latest version.
U517 FINAL WRITER 030 PATCH
Excellent! A patch which turns the normal Final! Writer into an optimised 030 version. Get this!!
U518 BUTTON MENU v1.23 [WB2+]
Create a menu system for your Amiga.
U519 SUPER VIEW v4.42 [WB2+]
Allows you to view a myriad of GFX formats.
U522 GCAT v4.33 [WB2+]
Allows you to catalogue your disks or a device into a list, then you can store the list or print it.
U523 DOPUS MAGIC COMPANION [WB2+]
WOW! Loads of useful bits and pieces for directoryopus. Arexx files, utilities and even icons!
U524 PRO TITLER v2 [WB2+]
Latest version of the popular, shareware, video titler.
U525 DIY REKO v1.1 [IMAGE FX] [WB2+]
So many decent programs this month. This utility is unique: It allows you to create cardsets for Klondike by using Image FX v1.5 or version 2.
U527 FRODO [WB2.1+] [020+] [1MB+]
A new C64 emulator for WB2.1/WB3 users. Seems to be very fast and stable. Relive the old days!
U530 ZXAM SPECTRUM EMULATOR v1.6B
This is the fastest Spectrum emulator on the market. Used to be only available for AGA machines, now it has versions for ECS, AGA and FAST AGA Amiga's!.
U532 ALL NEW FINAL WRAPPER v3
Final Wrapper was the utility that hit Final Writer users last year. This is the very latest version: The authors have removed many of the bugs, updated it for use with Final Writer v3 and much much more. Also on this disk are loads of Arexx macros for Final Writer such as put text on a sine wave, expand/shrink objects.
U533 CAR DATA ANALYST
Analyse your car's performance with this tool.
U534 EASY DMS
Easiest way to compress and uncompress those disks.
U535 THE INTERNET ARCHIVE [WB2+] [2 D]
All you need to connect to the Internet.
U537 F1-GP EDITOR v2.04
U543 TOOLS MANAGER [2 Disks] [WB2+]
U545 PRO GAMBLER v2.1
Ideal gambling/predictor tool.
U546 COP THE LOT PROFESSIONAL v1
A reasonable predictor for the National Lottery.
U547 TURBO CAT 2 [WB2+]
Latest version of the cataloging system. Allows you to choose a device (like a disk), catalogue it then print or store the files for future use.
U548 IMAGE DESK v1.40 [WB2+]
Allows you to thumbnail your pictures for easy viewing or to allow you to catalogue them.
U549 OCTAMED DEVELOP KIT [WB2+]
Developers tools for Octamed Pro.
U550 VMM v3 [WB2+] [MMU] [020+]
Virtual Memory Manager offers virtual memory on MMU Amigas. Increase your memory!
U551 BUFF VIDEO TITLER [WB2+]
Excellent! You can have some 3D text, spin and rotate it, form a mini animation and use for video overlay!!
U552 ART PRO [WB2+]
A good image processor.
U553 GFX CONVERTOR v1.2 [WB2+]
Decent graphics convertor. Loads about 10 different file formats and saves in GIF, ILBM, PCX, POSTSCRIPT, JPEG. Worth buying for a quick convertor. Program for 00 processors and 020 (with 881 FPU) processor.
U554 SOUND BOX v1.97 [WB2+]
Converts sound samples from IFF, RAW, WAV, MAESTRO, VOC, AIFF and MAUD to any of the supported formats. ie. load in as IFF save as WAV or load as WAV and save as IFF. Easy!! Amazingly enough, this package also supports 16 Bit samples, mono and stereo samples and also allows you to alter the sample in use!
U555 SMART FRACTAL
Fractal generating program.
U556 ACCOUNTS MANAGER v1.1 [WB2+]
Accounts program for the Amiga.
U557 SWAZ BLANKER [WB2+]
Another decent modularised screen blanker.
U558 AMI CHECK [WB2+]
Ami Check is a powerful CheckBook manager.
U559 AMIGA ELM v5 [WB2+] [TCP]
Amiga ELM is one of the best Amiga Electronic Mailreaders/senders. You need to be connected to the Internet to send and receive E-Mail. TCP needed.
U564 EXOTIC RIPPER v3.1 [WB2+]
Latest version of the superb module and sample ripper. Now with easy to use GUI.
U565 IMAGE STUDIO v2 [WB2+] [2 Disks]
All new version 2. New features include:
Fully featured Arexx port, supplied ready-to-run scripts, online Amiga Guide help, improved colour reduction, improved HAM rendering, uses Commodore installer, drap and drop action and many more features.
Now on a par with its commercial counterparts!
U566 TERM v4.3 [WB2+] [3 Disks]
The best modem communications package.
U567 TERM v4.3 030 [WB2+] [3 Disks]
030 version of the modem package.

Latest Demos

D088 MADONNA "SEX" DIGIPICS [3 DISKS]
Madonna in all her black and white glory!
D112 AXIS "BIG TIME SENSUALITY" AGA [2D]
must be in the all time wanted list!
D122 COMPLEX "REAL" AGA
the best AGA demo from Complex
D130 FAILIGHT "LOVE" AGA [2 DISKS] [2MB]
another popular demo by Virtual Dreams
D135 POLKA BROS. "ARIEL ULTRA" AGA
D136 POLKA BROS. "GEVALIA" [1MB]
a superb non-AGA demo. Get this!
D142 RAGE "MAXIMUM OVERDRIVE II" AGA [3D]
wow! This is great and lasts for ages
D148 URBAN "SOME JUSTICE '94" AGA
this has a superb soundtrack. Must be heard!
D158 REBELS "SWITCHBACK" AGA [2 DISKS]
one of the best AGA demos this month
D168 DUPLO "MY MAMMA IS A VAMPIRE" [2D] AGA
an excellent, very long demo from Duplo
D169 FREEZERS "WIT PREMIUM" AGA
The best AGA demo from November - get this!
D177 DIGITAL "ETERNAL MADNESS" [AGA] [2 DISKS]
released after the party, very nice! [1MB FAST RAM+]
D178 VIRTUAL DREAMS "PSYCHEDELIC" [AGA] [3 D]
voted 2nd at the party. Outstanding routines! [HD only]
D179 POLKA BROS. "THE PREY" [2 DISKS]
wow! The very best tunnel-sequence ever! Amazing.
D180 OXYRON "KILLING TIME" [AGA] [4 DISKS]
get this to see the 4096 colour "Rot-Zoomer"!
D181 DUPLO "MUCH ADO ABOUT NOTHING"
D183 IMPACT "IN A WORLD OF ASCII"
very, very original! Buy it and be impressed!
D184 BALANCE "SUNTROME"
D185 POLKA BROS. "VISIONS IN BLUR" [4 DISKS]
loads of spot-on, great effects in this new demo!
D186 OXYGENE "INDIGO" [2 DISKS]
reasonable demo with a great tunnel sequence
D187 APEX "DOTSY"
D188 SANITY "ROOTS"
the routines in this are decent. Some nice effects.
D189 ANDROMEDA "NEXUS 7"
voted 1st at the Party 94! Absolute must!
D190 REBELS "WHAMMER SLAMMER" [AGA] [3 D]
Rebels produce superb demos! This is no exception!
D191 BOMB "MOTION ORIGIN 2" [AGA] [2 DISKS]
has the best Doom part ever! Irresistable demo!
D192 ASYLUM "ZEROS & ONES" [AGA]
quite a good, all round demo from these guys.
D193 ANIMATUNES AGA [2 DISKS]
A little strange, but CU Amiga gave it a top rating!
D194 TRADEGY "STRUISJE GETS SCREWED" AGA
not my favourite at all, but 90% in CU Amiga?!?
D195 ABYSS "DOVE" [2 DISKS]
a pretty good demo from the Party '94.
D196 TRSI "THE CUBIC DREAM" AGA [2 DISKS]
Best demo this month. A definite must have!
D203 MYSTIC "IMPOSSIBLE IMPOSSIBILITY" [2 D]
Winner of the Primavera party 95. Get this!
D204 TRSI "ANHALONIUM LENINI" AGA
Released at the Primavera party. Good stuff!

BITS 'n BOBS

NFA Bodyshop 7 AGA [2 Disks]
NFA Bodyshop 8 AGA/NON-AGA [3 Disks]
Cindy Crawford "The Works" AGA [3 Disks]
Elle McPherson "The Works" AGA [3 Disks]
Girls, Girls, Girls AGA [3 Disks]
Claudia Schiffer "The Works" AGA [3 Disks]
Beach Babes AGA vol. 1 – vol 5 (5 disks)
Lingerie Babes AGA vol. 1 - vol. 5 [5 Disks]
Pamela Anderson Slideshow [2 Disks] [AGA]
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Games

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GM67 BLACK DAWN II
GM76 SCRABBLE
GM78 STARWOIDS [1MB] [2 DISKS]
thrust and oids mixed - very addictive game
GM88 MONOPOLY v1
GM97 TOP HAT WILLY
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GM105 DY NAMITE WARRIORS 2
GM111 IN THE DEAD OF THE NIGHT [3 DISKS]
a decent game similar to "Wing Commander"
GM112 PUCMAN WORLDS
GM114 FLAMING ENGINES
GM118 CHANEQUES [2 Disks]
yes, two please!! A Lemmings type game. Direct your little men (with different skills) to the end.
GM123 MEGABLOCK V2
one of the best Tetris games on the Amiga.
GM125 KELLOGS LAND [AGA]
WOW! The very best PD platform game ever!
GM126 SUPER MEGA FRUITS
a good Fruit Machine game.
GM127 ZAXXON
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GM129 FEARS [AGA]
Doom on the Amiga! Miss this at your peril!!!
GM130 FISHY FISHY
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GM132 SAMURAI SHOWDOWN [AGA]
this is an amusing Street Fighter clone. Good!
GM133 HYPER RACE [2 DISKS]
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GM136 CYBERMAN
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GM147 DELUXE GALAGA v2.51
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classic Pacman as it was originally designed
GM149 AMIGA DEMON v1
poker card game for the Amiga
GM150 ROCKETZ V2.25 [AGA]
superb AGA only 2-player thrust/shoot-em-up game
GM151 INFECTION
very hard to explain. 4-player game with playability
GM152 JUMP 'UM
guide Spud through the levels to reach his cheque
GM153 BOING V3
decent thing-on-a-spring type platform game
GM157 MASTER BLASTER
similar to Dyna-warriors - 2 player bomb game
GM158 THINK A MANIA [WB2+]
superb snap game with excellent graphics
GM159 SIMON
simple simon game - remember those flashing lights
GM161 OOZE AGA [2 DISKS]
looze is sooo addictive. 2 player infection game!
GM162 OOZE ECSGM164 CYBERGAMES [2 DISKS]
excellent! A street-fighter clone with gore!
GM165 PUNTER v1.0
Animated horse racing betting game.
GM166 GRAVITY FORCE 2
Compulsive 2 player split screen blaster. Great!
GM167 ACE THE SPACE CASE
Top notch platform romp, commercial standard.
GM168 SCAVENGE [WB3+]
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GM169 MASH
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Nick Veitch tries to remember the braking distance at 70 mph while **Richard Jones** sprechens some Deutsch.

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Well, it could mean anything really. "Watch out for large red arrows moving swiftly in the opposite direction" perhaps. If only someone intelligent had designed road signs, the driving test would be easy.

Back in the old days, when I did my bike test, the Highway Code section of the test consisted of some bloke standing outside the Test Centre in Newtownards and showing me a One-Way Street sign, a Level Crossing With Gate sign and a 30mph Speed Limit sign and asking what they meant. These days, things aren't quite so easy and there are moves afoot to make the Highway Code an extensive, written exam.

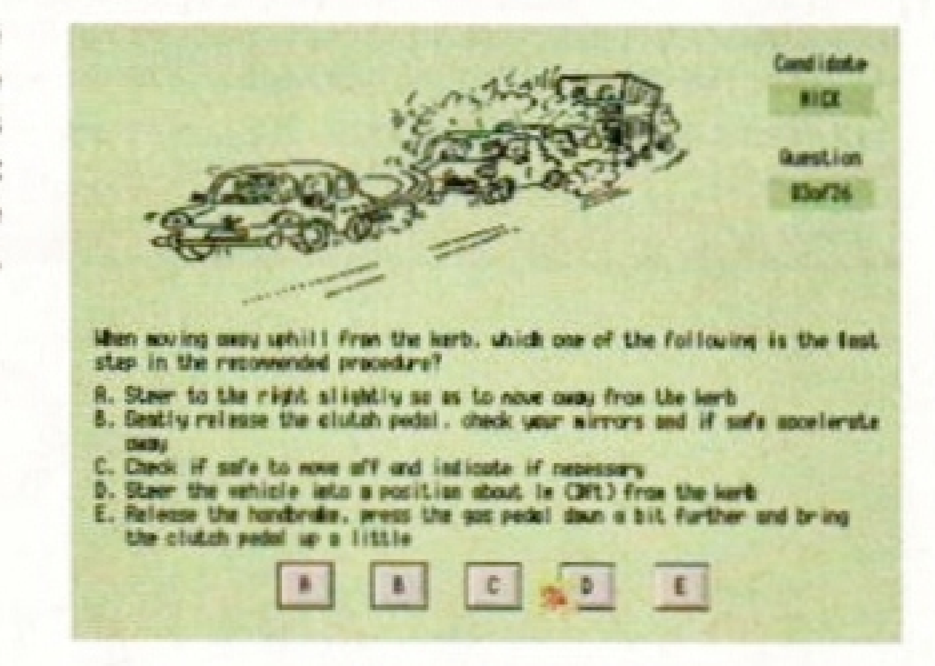
Given that nearly half of test applicants fail, you could do with all the help you can get. Some sort of interactive educational software seems like a good idea.

10 Out Of 10 are better known for their language and early maths software, so this is a bit of a departure. It uses similar techniques though – six sub-games centred around subject knowledge with definable difficulty levels. *Driving Test* also allows you to concentrate on specific areas of the code, such as signs, the law, manoeuvring and motorway driving. This means you can configure the software to test weak areas.

The games involve guessing at a hidden word, identifying a slowly-revealed sign and, somewhat bizarrely, remembering a series of numbers which appear back to front in a simulated rear-view mirror. In order to succeed, you must get 70 per cent. Once you have passed five tests at level four, you can take the full test, which asks the same questions, but in a slightly different way. If you pass, you get a certificate to print out and keep. If you fail, you have to pass five minor tests again.

A useful addition is continental driving. This includes foreign road signs and laws. It isn't part of the UK test, but it ought to be. There is a motorway trivia section as well, for entertainment value.

This software is a useful tool if you are worried about your Highway Code knowledge (most people can only identify 40 per cent of today's road signs), but it could be improved on. The games are not terribly entertaining, and a hypertext guide to road signs would have been quite useful. Nevertheless, *DrivingTest* could be a sound investment



The test is quite tough, but nowhere near as tough as doing a hill-start virtually anywhere in Bath.

80%

10 Out Of 10 German

10 Out Of 10 Educational Systems ■ 0114 2780370 ■ £25.95

There's something terribly naive about this one. It's aimed at eight to 16-year-olds but most of the kids I know in this age group are accomplished games players who would be more at home with *Aladdin*, *Sensible Soccer* or *Mortal Kombat II* than with the slow and simple efforts on offer here.

There are six games and the basic premise of all of them is to recognise and match German words. In *The Cat* you have to place a paw on a button next to the relevant picture as it floats slowly up the screen. In *Ski Lift* you can save a skier from a terrible accident if you identify various objects correctly. *The Wall* is a *Pong*-style game in which you must clear bricks from around an object in order to identify it. And so it goes on.

The greatest disappointment is that if you choose not to save the terribly-digitised chap on the ski lift from crashing into an electricity pylon the game just stops. No frazzled little fella, or bolts of electricity, nothing.

In terms of its accuracy *10 Out Of 10 German* seems fine. In terms of imagination it's woeful. And isn't there some cliché about the best way of getting kids to learn is by capturing their imagination? OK, there are certificates to print out, and difficulty grades to increase the learning curve, and I'm sure that the subject matter is in line with the National Curriculum.

But this is interactive learning at its most basic. The sound consists of a few beeps (in a language program!), some of the pictures are difficult to identify and the games are incredibly simple. I can imagine parents buying this because it seems like the right thing to do and the kids spending many happy hours in their bedroom playing *Sensible Soccer*.



Plonk the paw on the button next to the correct picture and you'll be rewarded by the feline seal of approval. The inset shows the six games on offer.

60%



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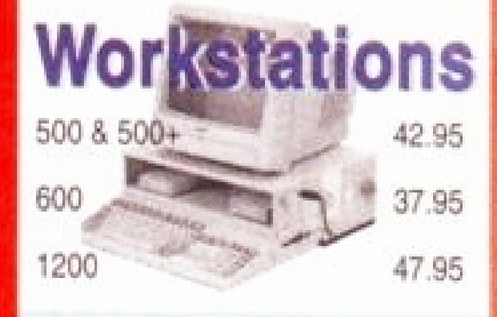
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Workbench

Nick Veitch answers another selection of technical queries from the bulging Workbench postbag, casting light where before there was darkness. Send your letters to: Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

PORT WHINE

I have a standard A1200 and I am desperately in need of expert advice. Here are my questions:
1. I have a big problem with my mouse port. Pin 1 seems to be getting a pulse from the mouse all the time, even with the mouse out of the port. I went to my local Silica Systems store and explained the problem but they said they couldn't repair it. They did say the cost to repair it would be the grand sum of £45. Is this true and where can I get my Amiga repaired because I am spending sleepless nights over it?
2. Some of the A1200/A4000 games that I buy crash whenever I load them. Is there yet another thing wrong with my Amiga or is it the software?
3. This is not really my problem, but my friend has an A500 which is unmodified. He has recently bought a Citizen ABC Printer but cannot get the darn thing to print across the whole page. Can you help him?

Stephen Pringle,
Twerton Park, Eastville

1. It sounds like one of the CIA (Complex Interface Adaptor) chips is faulty. Repairs to A1200s usually involve a replacement of the entire motherboard (the components are surface mounted which makes them extremely difficult to remove and replace) and so £45 is a typical fee.
2. If the CIA is faulty, then there could be other problems too which would lead to programs crashing. If the Amiga thinks the joystick or mouse port is always getting a signal it could cause some programs to misbehave. Obviously AGA software shouldn't crash a lot on an A1200, because this is the platform for which it is written. Lack of memory is another reason for crashes.
3. It sounds like a memory problem to me. If your friend has a bare A500 with only 512K or 1Mb of Chip RAM, he could have problems. Alternatively, if he is still using Workbench 1.3, it could be a problem with the printer driver software. The first thing to do is make the printer perform a self-test to check it is working OK. Then try it on your A1200. Then get a memory expansion for the A500 (check the second-hand columns or get on to Fidonet).

PICKING A DRIVER

I have recently bought a new printer, the SJ144 made by Star. The printer I bought was only supplied with a *Windows* driver, could you tell me where I could find the appropriate Amiga driver because I'd like to try colour printing.

Do you know how much HiQ's PowerStation for the A1200 will cost when it is released?

N Morrison,
Portadown, Northern Ireland

Try the *Studio Professional* printer software from JAM. Call them on 01895 274449 to check if your exact printer is supported. The HiQ system is available now, with empty boxes for £99.95 and with CD-ROM systems for £299.95. Call them on 0181 909 2092 for more details.

LEADING QUESTION

I have been given an A500 with no monitor, but I have a Wang monitor. Is it possible to get leads made up to fit the A500 and, if so, will the monitor be compatible with the A500?

Peter Baker,
Nyewood, Hants

Unfortunately, you haven't given us the specificatons of the monitor. First, let's assume it's a colour VGA-style one. If so, leads aren't really a

Continued overleaf ➡

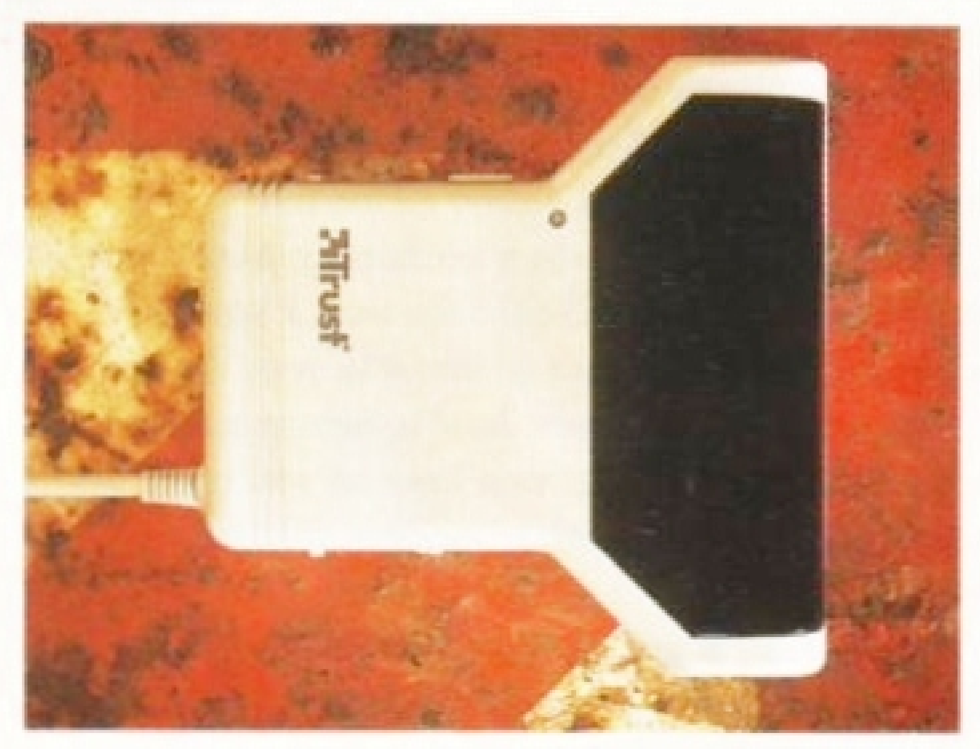
WHICH SCANNER?

I'm thinking of buying a black and white scanner such as the Powerscan 4 reviewed in *AF61*. I will be starting my GCSE work next year and so there will be a lot of course work involved. Would I be better off saving up for a more expensive colour scanner, or will the Powerscan 4 be OK?

Is *Wordworth 3.1SE* worth buying, or do I need to get the full version of *Wordworth* to get the best results when using a scanner?

N Hardcastle,
Halifax, West Yorkshire

Colour images are all very well of course, and look very nice on a monitor screen. However, you use three times as much memory so if you are dealing with high-resolution graphics you need at least 4Mb of Fast RAM. Printing out colour graphics is your next problem – even assuming you have a colour printer, the images never look as good as they do on screen.



Do you need a colour scanner? Although the images look good, they take up a lot of memory.

Wordworth 3.1SE works fine with colour graphics, again assuming you have the necessary memory. The *3.1SE* version of *Wordworth* is especially suited to unexpanded A1200s.

IF YOU HAVE A QUERY...



Nick Veitch

At *Amiga Format* we aim to answer as many questions as possible, and attempt to sort out all of your problems.
Of course, there are always more questions than answers, so we prioritise queries according to the following factors:

- **FREQUENCY.** If a lot of people seem to be having problems with their Supersonic KY3000 printers, then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- **DIFFICULTY.** If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the documentation.
- **IMPACT.** Quite simply, a question which involves you not being able to use your machine or some peripheral or software will be given priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved). As you will appreciate, we do get a lot of Workbench questions every month. If you want to get yours noticed, here are a few tips:

DO
- **Be concise.**
- **Detail the actual problem as best as you can.**
- **Where applicable, describe the sequence of events that caused the problem.**
- **Give details of the equipment you are using (including which version of Workbench and which model of Amiga you have).**
- **Make sure your question is relevant and wouldn't be more easily solved by getting in touch with the dealer from whom you bought the goods.**

DON'T
- **Spend three pages telling us about your Aunt Ethel and only then explain your problem.**
- **Write in with questions like: 'I added a hard drive to my Amiga and it doesn't work. What can I do?' (Which machine? Which drive?)**
- **Send an SAE expecting a personal reply. The chances are extremely slim.**

Please bear these points in mind and remember that we are trying our best to help you.

CD-ROM OPTIONS



The Squirrel SCSI interface is certainly an option you should consider when adding a CD drive.

I read with interest your articles on CD-ROM drives, but I'm finding it difficult to ascertain what drive is best for the system that I am running. I would be grateful if you could advise me what the best option would be?

My set-up is an A1200 with a 60Mb internal hard drive, a PC1202-8 board with a 40Mhz co-processor and an extra 4Mb of Fast RAM, an Overdrive 35 340Mb external hard drive fitted through the PCMCIA slot, a dual external disk drive and HP500 C printer.

From what I have read it would appear that I will have to disconnect one or other of the extras. Is there such a thing as a splitter lead for the serial port so that you can run two items off the one port?

Also, I have a Commodore 1085S monitor, when they first came out I thought that they were going to replace the 1084 but this is obviously not the case. Can you please tell me what went wrong and if my monitor is likely to be faulty?

Frank Wilson, Torquay, Devon

You seem to have used all the interfaces available on your A1200, and that means you will have to lose one of your peripherals to fit a CD-ROM drive. You have two options: a PCMCIA system, or a trapdoor system. Both will eventually utilise a SCSI CD-ROM drive, which costs about £150 to £200 for a double-speed drive (the minimum you should aim for).

Starting with the trapdoor option, you'll need to replace your current memory and co-processor board with an accelerator featuring a SCSI interface. This will be an expensive option, although it has the obvious advantage of speeding up your Amiga as well. You should be able to transplant your co-processor (and memory if it is in SIMM form).

The other approach, and one which I can recommend thoroughly to such a rabid kit collector as yourself, is to replace the Overdrive with a Squirrel SCSI2 Interface. You'll be able to connect a SCSI CD-ROM drive and a SCSI hard drive at the same time, as well as a tape drive, SyQuest drive and any other bits and pieces you may collect.

SCSI-2 hard drives are jolly good value for money at the moment and also extremely fast. You can also sell your Overdrive and not only help pay for it all, but also give some other A1200 owner a chance to use a hard drive system.

Splitting or sharing ports is not possible. You can't connect two PCMCIA interfaces at the same time, and you can't run two serial devices off the same serial port. You can, however, get switching boxes to choose between two serial or parallel peripherals, but you can't run them simultaneously, only switch between them.

The 'new, improved' Commodore monitor had stereo sound and a decent refresh rate, but vanished without trace when CBM got into bother. The only option these days is the Microvitec.

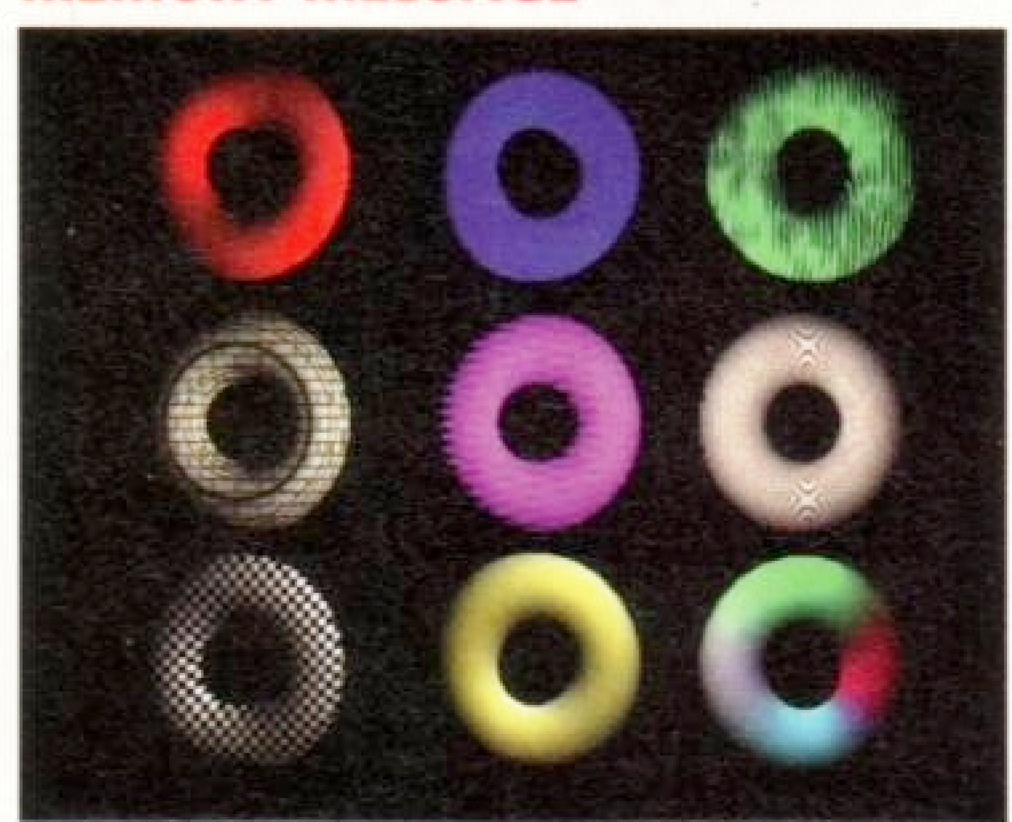
problem. The A1200/A4000 VGA adaptor you see advertised by companies such as Power Computing or First Computer Centre will do the job fine. It's a small silver box with a 23-way connector for Amiga video at one end, and a high-density VGA-style connector at the other.

However, the A500 only outputs video at 15kHz, which is the standard used by normal television sets. Most IBM PC-style VGA monitors expect video at about 31kHz, and will not operate with 15kHz signals. Unless the Wang happens to be either a 15kHz monitor, or a multiscan monitor which syncs down to 15kHz, it is unlikely to work with your Amiga.

The A500 Plus came with an enhanced chip set (the ECS) which generates a special productivity mode. If your A500 can work in this mode there is a faint chance it will work. I say faint because I have yet to get this mode working on my A500 Plus.

If the monitor is monochrome, it may have a standard phono-style 15kHz video input. If so, the A500 has a very clear mono output (a single socket at the far right of the case looking from the back) which will drive it without problems.

MEMORY MESSAGE



Impressive, isn't it. But to do things like this in *Imagine* takes up a lot of memory.

I am having problems with your *Imagine* Coverdisk from *AF53*. I can only render small stuff such as the first item (a donut) in your first tutorial. Otherwise, a message comes up saying Not Enough Memory. I am new to 3D rendering and would love to be able to do 3D rendered animations. My computer specification is an A1200 with 2Mb of RAM and a 120Mb hard disk.

I am also having trouble with the *Pixel Pro 3D* Coverdisk. I cannot even get this running – it comes up with a high-resolution screen and a window saying Not Enough Memory To Run. Could you please tell me how to run this?

Do you know if there is a cheap add-on to make my A1200 into a A4000 or better?

Could you please do a section on how to set up your own Bulletin Board System, I am sure many people would like to know how to do this? I would also like to know how to set up a modem to answer a call and act as a host so you can type across the lines to another modem instead of going voice.

Your BBS is great. Have you noticed how easy it is to get pirate numbers across a BBS on-line chat? Do you know when new Amigas and hardware will be back in the shops?

Jonathan Sutherland, Edinburgh

When your application programs bomb out with a Not Enough Memory error, I'm afraid that about says it all. You need more memory. You can squeeze more out of what you have by making sure you aren't wasting any. For example, the default Workbench display uses up a lot so use the Prefs/Screenmodes to set an NTSC 200-line, low-resolution, two-colour screen to minimise the amount in use.

Failing that, you must sell a family member to get more memory. Thankfully, this will probably only be an unwanted pet, because expansion cards are becoming more reasonably priced. A memory card (or accelerator and memory) is one of the two things which will make your A1200 a lot more fun to use. The second thing is a hard drive.

The *Pixel 3D Pro* Coverdisk bug was due to un-expanded A1200s not having any Fast memory. We included a fix on the next disk, although there are several utilities lurking in the Public Domain which will get it working for you.

Do you think that if there was a cheap way to turn A1200s into A4000s anyone would have spent about £800 more on an A4000 to start with? Why do you want to turn your A1200 into an A4000? If you need a faster processor there are plenty of 50mHz 68030 cards to choose from, which will happily provide 8Mb or more of RAM.

Unfortunately, there is currently no way to add a faster processor to the A1200. If you need Zorro slots to connect graphics cards, you need to buy one of the excellent Z5 expansion boxes from Ramiga (01690 770304). If you only want a big box and separate keyboard, then watch this space.

Setting up a Bulletin Board is not easy, although there is plenty of excellent Amiga software to choose from. We hope to cover this in a forthcoming issue. As for pirate boards, ELSPA (01386 830642) and FAST (01628 660377) would be interested to hear about them. And remember: if you can easily find the pirate boards, so can the police. Do you really want your name and telephone number stored on the hard drive of a pirate board which could be under observation for dealing in stolen goods?

When the new Amiga company rises from the ashes, you can bet there will be a resurgence of interest large enough to ensure that dealers will start to get more Amiga kit in stock.

JUMBLED ICONS

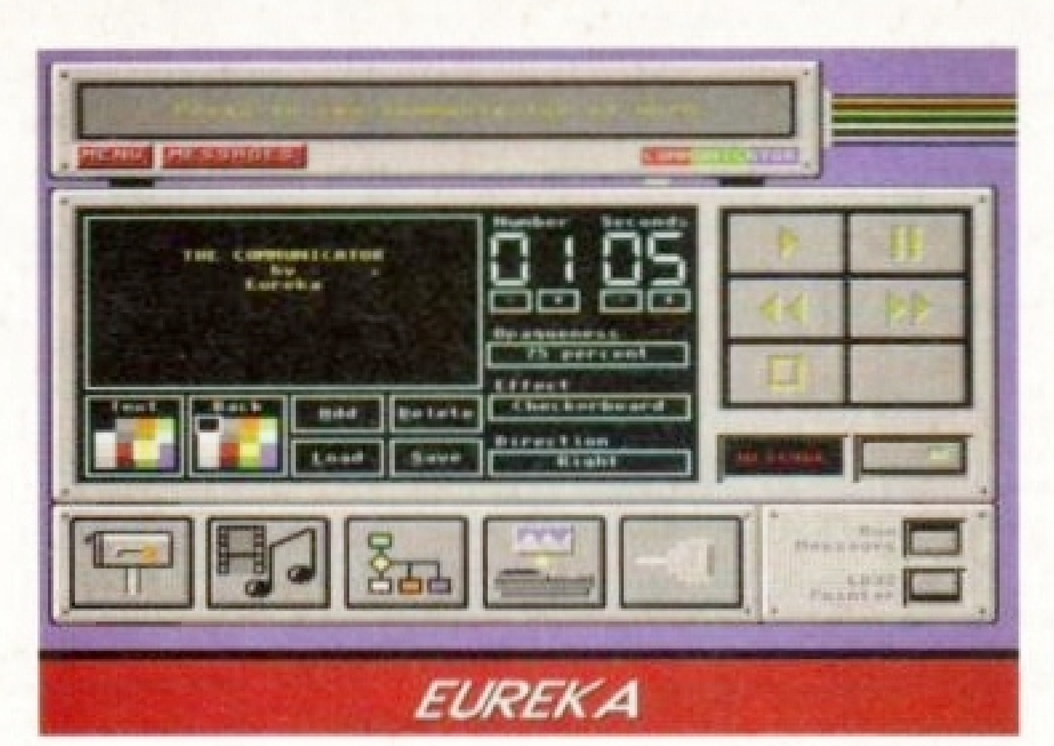
When I switch on my A600 it boots straight into Workbench 2.05. When I click on the system 2.0 icon and then on the Prefs icon, I get into the Prefs drawer but half of the icons in the drawer are overlapping each other or half are off the screen and generally jumbled up.

I have tried to put them in their right places but when I re-enter the Prefs drawer they are jumbled up again. Do you know how I can put them right permanently?

Andrew Davis, London

There is a dead easy way to tidy the icons automatically. Select the window you want to sort out, and then use the Window menu option Clean Up. On the A1200 and A4000 you can hold down right-Amiga and full-stop.

Making the icon positions permanent requires the locations to be saved to disk. First of all, make sure that there is some free space on the disk (only a tiny amount of space is required, but a 100 per cent full disk will not work) and that the disk's write-protect tab isn't set. Then tidy up all the icons and use the menu option Snapshot... All from the Window menu.



If you want to connect your Amiga to a CD32, check out the Communicator review in *AF70*.

DISCOVERING DISCS

I own an A600 with a 1Mb upgrade. Can I connect a CD32 to my Amiga and would it be possible to run CDTV discs on the CD32? Also, could I unpack DMS files and save them from CD to my internal disk drive?

I know this is all fairly simple, but please could you reply to my letter because I am a new Amiga user, and don't have a clue.

Susan Day, Shirebrook, Notts

You can connect a CD32 to an A600, but because the CD32 doesn't have any standard Amiga interface ports to make the job easy, you'll need some extra bits and pieces. You can either use a device called Communicator (see *AF70* for a full review and turn to page 129 for details of the Communicator offer) or a special serial cable and CD-ROM available from Brian Fowler Computing (01392 499755).

The CD32 does not play all CDTV disks because its ROM is slightly different from the CDTV. CD-ROMs which contain only files (for example, the Aminet series) work perfectly, but many of the specific CDTV titles don't work, or perform oddly – no sound for example.

When you connect the CD32 to another Amiga it usually works in such a way that the CD drive appears as a standard Workbench device like df0:, ram: or hd0:. The CD-ROM usually appears as cd0:. This means you can copy or uncompress DMS files with no problems.

ADD-ON ADVICE

I have an A1200 with no expansions or upgrades and I would be obliged if you could answer some questions for me about hardware add-ons.
1. Does a SCART TV give as good a picture quality as a Microvitec monitor?
2. Which is the best low-price CD-ROM drive for the A1200?
3. Could you recommend a decent hard drive and tell me how much memory is best?
4. How do you make your magazine so colourful, interesting and informative for such a price?

Anon, Somewhere



At just under £200, the Power CD-ROM drive (85%, *AF70*) is excellent value for money.

1. No. Although a SCART TV gives a better picture than a normal TV (which gets the Amiga display through a UHF modulator: basically a low-power transmitter) it isn't a patch on a dedicated monitor. A monitor not only gives a much crisper display, but a monitor such as the Microvitec will also be able to display larger screen displays with no flickering because it works at a faster scan rate than normal televisions.
2. The Power CD-ROM drive is currently the best value-for-money drive. See *AF70* for a full review.
3. If you get the Power CD-ROM drive you'll also be able to fit a SCSI hard drive for a minimal cost. Adding another 4Mb of RAM via a trapdoor card (to make a total of 6Mb) will give a very usable system.
4. We pay our small, but perfectly formed, freelance team with the small polystyrene chips used as packing material instead of money.

SCREEN TEST

I have an A1200 and have just been given an Amiga monitor. The problem is, when I tried to get a lead nobody seemed to know which one was required. The monitor came with a lead which was apparently used on a PC. It has an 8-pin jack plug on the monitor end and a 9-pin D plug on the computer end.

I have made some inquiries and have been told that there is a lead to link a Philips (Amiga) monitor via the SCART socket on the monitor. One expert told me there was every possibility of damaging my Amiga beyond repair, but another said that all that could happen was that the monitor wouldn't work.

The monitor has a flap on the front apart from the controls. There are two push-buttons, one says green, the other RGB. Also, on the front there is an Amiga motif, and on the back there is a paper label which says Amiga Type 1081 UK.

A Anderton, Manchester

What a lot of very silly computer dealers there are out there. Your monitor will connect to your Amiga without problems. After all, it is a standard Amiga monitor and even says so on it. All you need is a normal Amiga monitor lead. It has a 23-way Amiga video port plug at one end, and the necessary 9-pin plug for the monitor at the other.

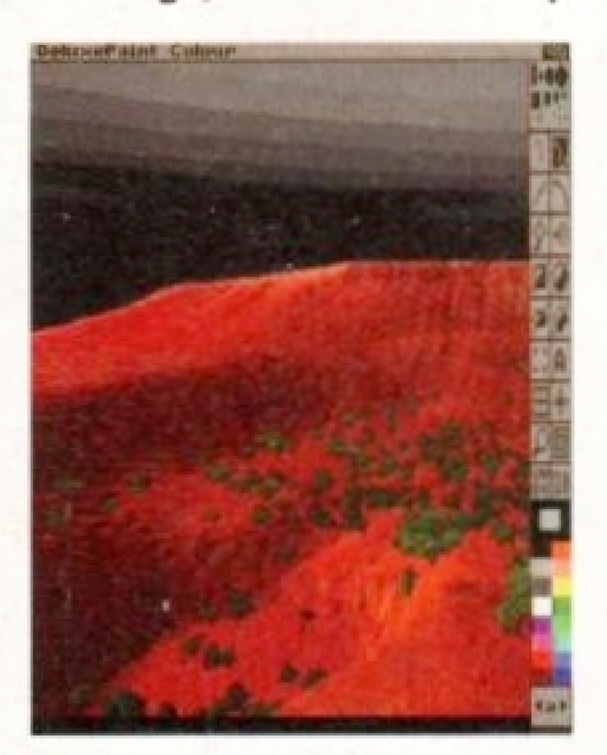
This lead is available from all knowledgable Amiga dealers for a few pounds: try giving Trilogic a call on 01274 691115. I doubt very much that you'll break an Amiga by connecting it to a monitor. You would probably have to custom-make your own cable and wire it up specifically to cause any serious damage. But it is possible to break the monitor by connecting incorrectly.

VISTA WOE

I own an A500 with 1Mb of RAM and I'm having a lot of problems with the HAM mode on *DPaint IV*. I'm trying to overlay a screen grab from a game (which I grabbed with my Action Replay II cartridge) on to a *Vista Pro* picture. But every time that I try to load in both pictures, they both stick their palettes on to section A of the whole palette. Can you tell me if there is any way of getting a picture to load its colour set on to another section?

J Ambrose, Chelmsford, Essex

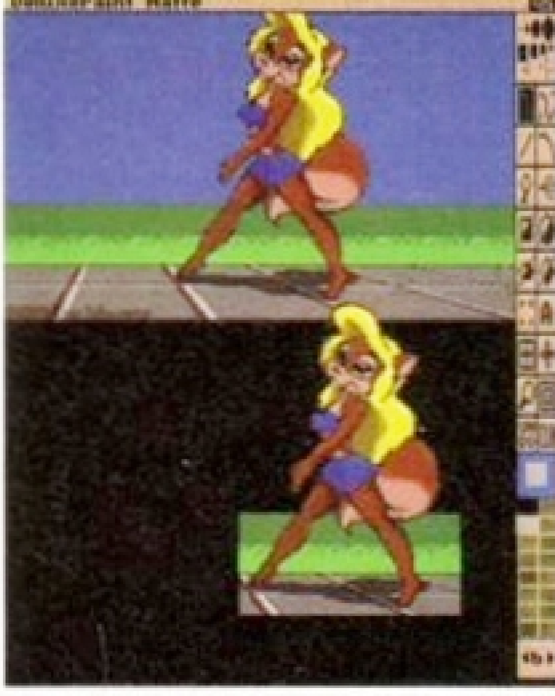
There are at least two ways of solving your problem. Now, you haven't said so, but I imagine that your screen grab is a 16-colour job, not another HAM screen. You could do it the difficult way – manually swapping palette values around – or you can do it the easy way. Me? I like to do things the easy way. This is what you should do:



1 Load in the HAM picture (this is a rather nice *Vista Pro* image of Olympus Mons). Make sure you choose the screen mode of the picture, or at least a HAM screen. If you are short on memory, your screen size can be smaller than the image to save memory.



2 Press 'j'. This flips you to the spare page. Now load in your grab picture. A requester will appear, asking if you want to change the screen format – just say no. The picture will load in, and should be in its correct colours (because it is on a HAM screen, and all colours are available).



3 Now edit the picture, cutting out whatever you don't want. Select the area that you do want as a brush, and press 'j' again to flip back to the original page.



4 Your brush will probably have appeared in all sorts of horrible colours. But that's OK. From the colour menu, use the Brush Remap option. With less colour resolution, you may get an unsatisfactory result, but we are working in HAM mode, so it should be spot on.



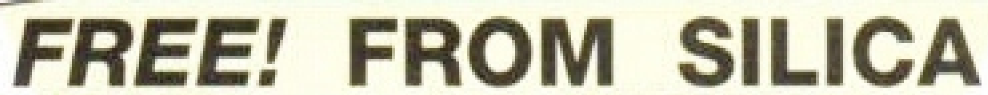
5 Now you can plonk the brush down anywhere you like. We used *DPaint V* for this, but the same technique works in *DPaint IV*.

I hope this sorts you out, and that we'll be seeing some of your work in the Gallery section soon.



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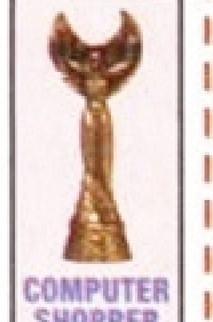
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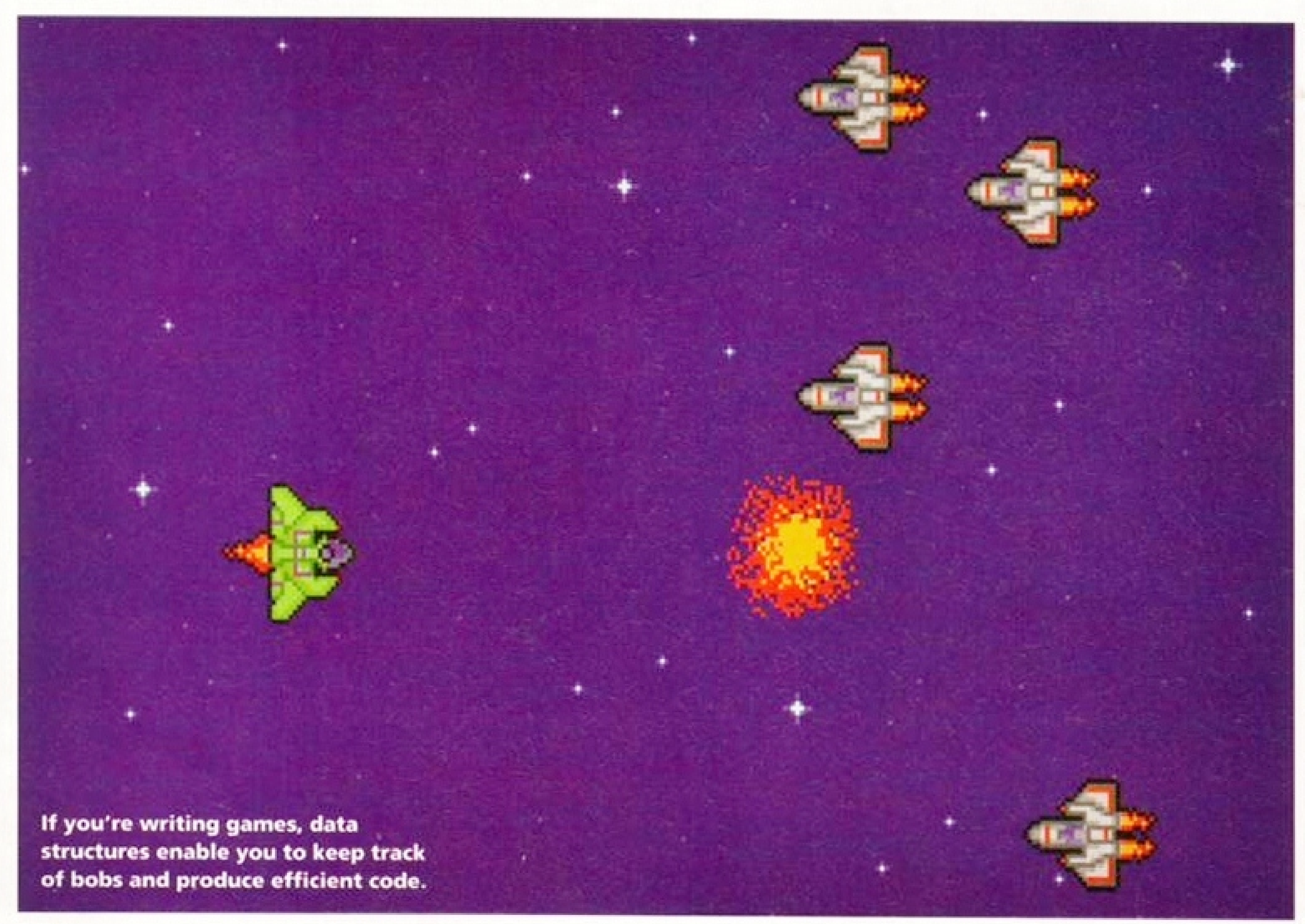
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Ultimate AMOS

If you want to write fast arcade games then you need to know how to keep track of bobs quickly and efficiently. Jason Holborn is the man with the theory.



If you missed the *AF67 AMOS Professional* Coverdisk, turn to page 131 to order your back issue NOW! For details of our *AMOS Pro* manual offer, see page 130.



If you're writing games, data structures enable you to keep track of bobs and produce efficient code.

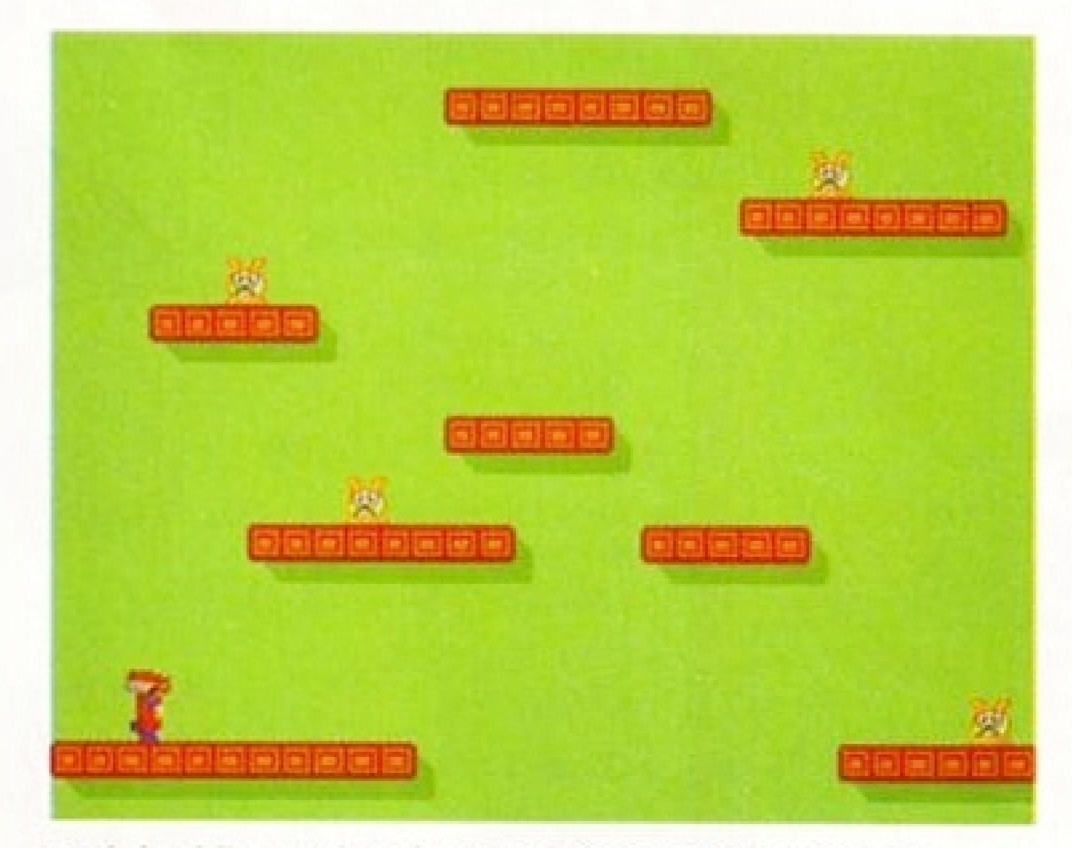
One of the most difficult aspects of writing an arcade game that uses animated sprites is not the process of coding the various movement routines, but the logistics involved in keeping track of each and every object. The fact is, keeping tabs on more than two or three objects at any one time is not only confusing, but can be extremely code-intensive too.

This may not pose too much of a problem if you're writing an arcade game that uses computer-controlled objects that follow the same path – an attack pattern in a shoot-em-up, for example. But life can get very hairy if each object has its own unique movement pattern which is either pre-set (the object dumbly follows a path defined by the programmer – this is the approach that many early platform games employed) or generated using an intelligent movement routine. Although it's not difficult to code the movement routine itself, how do you keep track of each object?

If you've ever indulged in a bit of light-hearted *C* programming (if such a thing is possible) then you'll already know the answer – data structures. As any *C* programmer will tell you, data structures can be an absolute godsend to games programmers because they enable you to lump several different variables together under a single variable heading.

Unfortunately, *AMOS* doesn't support real data structures (unlike Acid's *Blitz Basic*) so most *AMOS* coders have to make do with the more-than-capable arrays facility.

AMOS allows us to create arrays consisting of many dimensions. A single dimensional array such as ALIEN(5), for example, could be used to hold either a single item of information on five individual objects or five individual bits of information on a single object. As I'm sure you'll appreciate, this isn't really that useful. Thankfully, you can extend the amount of information that a single array can hold by increasing the number of dimensions assigned to an array. Take an array such as ALIEN(5,10) – this is far more useful because it can hold 10 individual items of data on five different alien objects.



Each baddie on the platforms is controlled using a single routine, which interprets the data held in each object's data structure.

Most professional games programmers make extensive use of data structures when writing arcade games because they provide a simple, yet very efficient, way of keeping track of many independent objects.

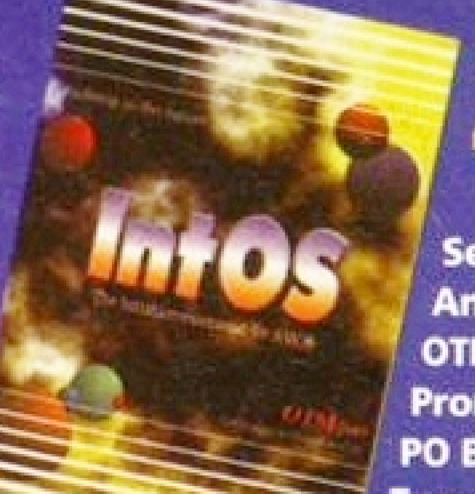
However, once you start to code complex arcade games, you'll soon come to realise that data structures are the only way to control object movement without your code grinding to a halt.

After you've defined your data structure, integrating it into the game is easy because you can write a single section of code that deals with every object. All you need to do is to define a loop that is performed for however many objects are held in the data structure. Anyway, that's enough of the theory – on the opposite page there's a little demonstration program for you to chew on.

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1 Which *AMOS* command enables double-buffering of screens?
2 Which *AMOS* command swaps the double-buffered screens?
3 What does the term bob stand for?
4 Who wrote the book, *Ultimate AMOS*?

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Tutorial



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DEFINING DATA STRUCTURES

Before you can define your data structure, there's a fair amount of planning that needs to be carried out. For starters, you need to know how many individual objects your game needs. Don't think in terms of how many objects are displayed during the entire course of a single game (in most cases, objects will be reused), but how many objects are displayed on-screen at any one time. Then add five to this figure so you've got a little room to work with.

Once you've done this, you need to decide what items of data each object requires. When designing data structures, it's always best to lump together objects of the same type – you might, for example, have aliens in one data structure, asteroids in another and so on – so that the contents of each data structure element (the section of a data structure assigned to a single object) remains the same for every object in that data structure.

Take, for example, a typical data structure for a group of alien spacecraft. Here's all the necessary code that would be required to define such a data structure. Note how I've also included comments after the definition so that you can quickly and easily find out what each data item holds. Try to get into the habit of commenting on your source code – it may save you many hours of debugging later.

```
NUMSCRAFT = 20
Dim S_CRAFT(NUMSCRAFT,6)

Rem *** S_CRAFT(n,0) = Status (0=destroyed, 1=active)
Rem *** S_CRAFT(n,1) = X position of spacecraft
Rem *** S_CRAFT(n,2) = Y position of spacecraft
Rem *** S_CRAFT(n,3) = Direction
Rem *** S_CRAFT(n,4) = Speed
Rem *** S_CRAFT(n,5) = Animation frame no.
```

THE JOY OF STICKS

Now we've learned how to keep track of the computer-controlled objects, the next step is to add an object that can be controlled by the player. Although some games use the mouse or keyboard to control objects, by far the most common device used by Amiga gamers is the digital joystick. All Amigas offer two control ports, one of which is usually occupied by a mouse. You can, however, read joystick inputs from both ports by reading the values returned by the *AMOS* functions Joy(0) and Joy(1).

These values are in the form of a bit pattern. That is, each direction of movement is assigned its own bit in an 8-bit value. If several joystick directions are performed simultaneously, the two bits are combined to produce a new value. Don't let bit patterns worry you – *AMOS* automatically translates them into decimal values which can easily be decoded. Translating the values returned by the two joystick functions is simple because they are nothing more than combinations of five basic values which have the following meaning:

1 = Joystick pushed up
2 = Joystick pushed down
4 = Joystick pushed left
8 = Joystick pushed right
16 = Joystick fire button pressed

If you want to see if the player is pushing the joystick up, just check to see whether Joy(2) returns a value of 1. Diagonals are just as simple. If you wanted to check if the joystick was being pushed up and left all you'd have to do is to check for a value of 5 (that's 1 for up plus 4 for left). Here's a short listing for you to try.

```
Do
    A = Joy(1)
    If A and 1 Then Print "UP"
    If A and 2 Then Print "DOWN"
    If A and 4 Then Print "LEFT"
    If A and 8 Then Print "RIGHT"
    If A and 16 Then Print "FIRE!!!!"
Loop
```

DATA STRUCTURES

```
Rem *** Data structures demonstration
Rem *** By Jason Holborn, Amiga Format

Screen Open 0,320,256,2,Lowres
Flash Off: Curs Off: Cls 0

Text 0,8,"AF"
Get Bob 0,1,0,0 To 15,10
Cls 0

Bob Update Off
Double Buffer
Autoback 0

SPEED=10 : NUMOBJS=16

Dim OBJECT(NUMOBJS,4)

For C=0 To NUMOBJS-1
  OBJECT(C,0)=0 : Rem *** X position
  OBJECT(C,1)=8+Rnd(200) : Rem *** Y position
  OBJECT(C,2)=Rnd(SPEED)+1 : Rem *** X speed
  OBJECT(C,3)=Rnd(SPEED)+1 : Rem *** Y speed
  Set Bob C,1,,
Next C

Do
  Bob Clear
  For C=0 To NUMOBJS-1
    Rem *** Update position of object
    OBJECT(C,3)=OBJECT(C,3)+1
    OBJECT(C,0)=OBJECT(C,0)+OBJECT(C,2)
    OBJECT(C,1)=OBJECT(C,1)+OBJECT(C,3)

    Rem *** Has object hit the ground?
    If OBJECT(C,1)>200
      OBJECT(C,1)=200
      OBJECT(C,3)=-OBJECT(C,3)
    End If

    Rem *** Has ball reached far right?
    If OBJECT(C,0)>300
      OBJECT(C,2)=-Rnd(SPEED)+1
      OBJECT(C,3)=Rnd(SPEED)+1
    End If

    Rem *** Has ball reached far left?
    If OBJECT(C,0)<0
      OBJECT(C,2)=Rnd(SPEED)+1
      OBJECT(C,3)=Rnd(SPEED)+1
    End If

    Rem *** Move object
    Bob C+1,OBJECT(C,0),OBJECT(C,1),1
  Next C
  Bob Draw
  Screen Swap 0
  Wait Vbl
Loop
```

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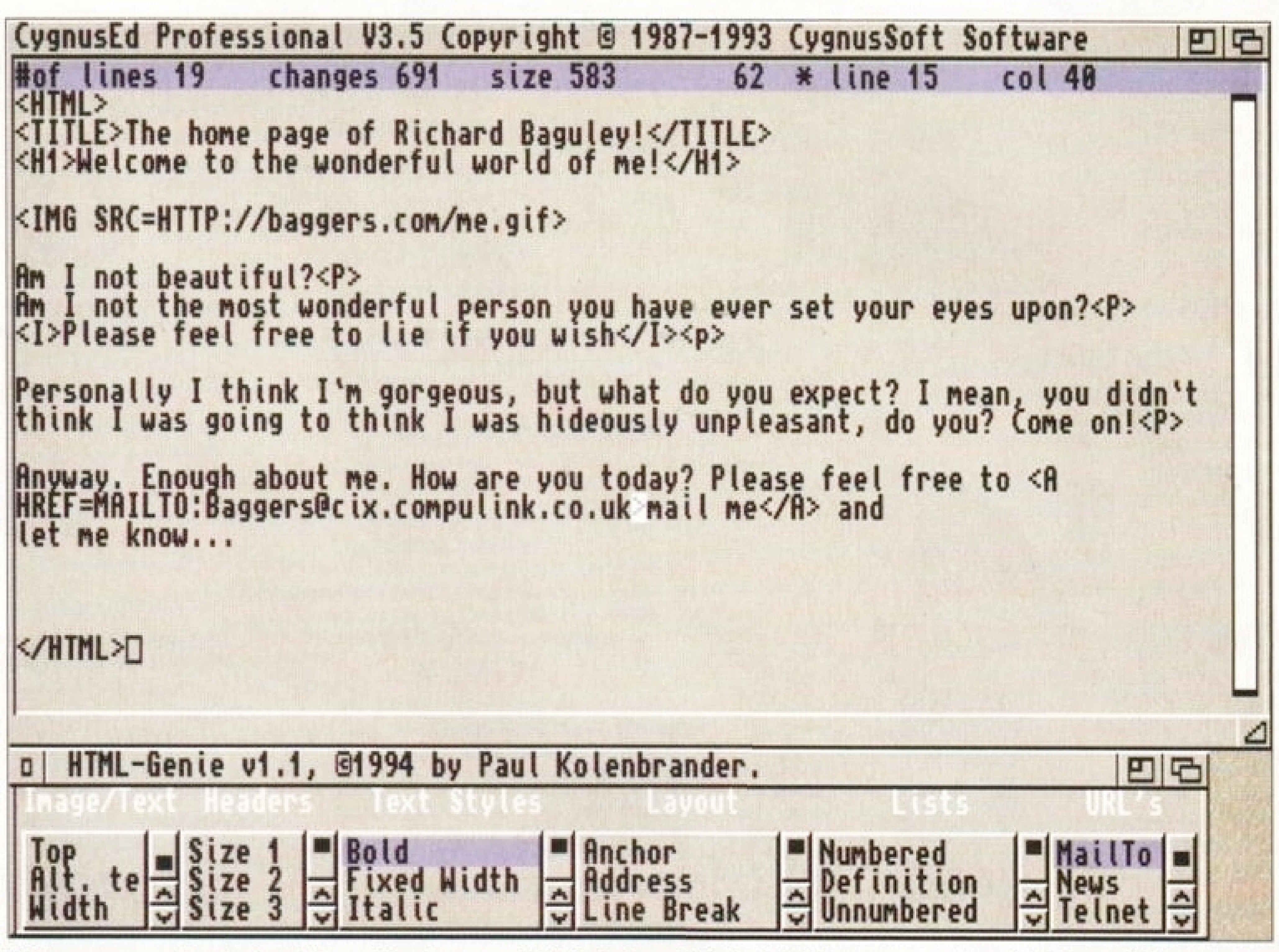
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DIY Webbing

Want to set up your own World Wide Web pages? Richard Baguley looks at how to do just that.



Web pages are simply text files with a few special bits in 'em. This is *HTML Heaven* running with *Cygnus Ed*.

Future Publishing are doing it, Sony are doing it and Bianca is doing it in her smut shack. *The Daily Telegraph* are doing it, the Andy Warhol Museum is doing it on silk screens and Microsoft are doing it for themselves, but somebody else has done it for Kylie Minogue. What are they all doing? Getting on to the World Wide Web (WWW for short).

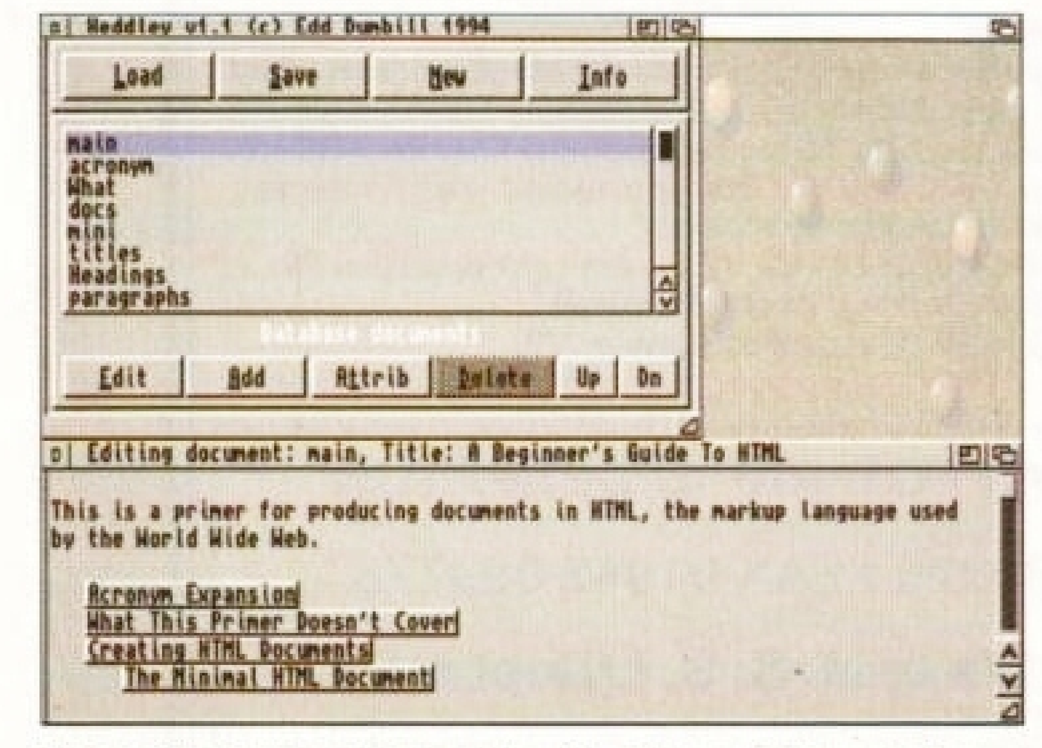
So what is it? Well, that question has been answered to death, but here's the short answer for any newcomers out there. The WWW is a graphical interface for the Internet. So, instead of typing long commands, you click on buttons with the mouse and look at pictures on the screen. Hurrah for the on-going advance of technology!

Most of the examples I mentioned above are big companies trying to flog their wares, but that's not the be all and end all of the WWW. Much of the stuff you can find on it is put up by individuals. From fan clubs to TV cameras in people's toilets, there are all sorts of things on the Web. So how do you put your own stuff up there?

Although it all looks hideously complex, creating your own WWW pages is pretty simple. Each page is really just a text file with a few commands (in angled brackets) stuck in for good measure. The format of these files is called HTML (HyperText Markup Language). These commands (usually referred to as Tags) can do anything from displaying an image to creating a link to another page. For instance, if you had a line such as :

```
<A
HREF=HTTP://www.futurenet.co.uk/index.html
>Futurenet</A>
```

it would create a link (shown as blue underlined text) to Futurenet, Future Publishing's own WWW site. If the user were to click on this, they would be taken to this other site. This sort of power means that it is incredibly easy to skip around the globe. One click could take you from a site in the UK to one in Japan and the user wouldn't necessarily even know it had happened.



This is the AmigaGuide editor *Heddley*, which can also save out files in HTML format.

Graphics are also added in a similar way. Instead of including the graphics in the text file they are brought up by another Tag. For instance:

```
<IMG SRC=HTTP://wherever.co.uk/bleurgh.gif>
```

would put the image bleurgh.gif on the page. The bit beginning with HTTP: is the URL (Unique Resource Locator), which tells the Web browser where the graphic file is stored. Because HTML is designed to be used on any machine, it's best to use an easily converted format such as GIF or JPEG, because most PCs can't cope with IFF files.

You could create pages with any text editor, but it's best to use one designed for the purpose. There are several available on the Amiga, but the two best ones are *Heddley* and *HTML Heaven*. *Heddley* is an editor which was originally designed for creating and editing AmigaGuide documents, but more recent versions have been able to create and edit WWW pages as well.

In practice, the two types of document are quite similar, with both having hypertext links and the like. *Heddley* is pretty easy to use, although it does require some thought as to the structure of your document before you start. Frankly, this is a good thing to do anyway, so it's not a problem.

HTML Heaven works in a slightly different way. It's not an editor in its own right, but a set of programs which work with an editor such as *Cygnus Ed* or *Edge*. The HTML Tags are created by a series of *ARexx* macros which can be used from within the editor. So, you can set it up to add the Tag for an address by simply selecting it from a menu. It also comes with a document which explains what all the HTML Tags mean, which I haven't got space to do. Both programs are available from any Aminet site (such as src.doc.ic.ac.uk, in the directory aminet\text\hyper) or from any decent PD company or BBS.

So now you know the basics of creating your own Web pages. How do you let other people look at them? You have to put them somewhere where people can get at them any time, 24 hours a day. After all, with a global network like the Internet, you never know where people are going to be calling from. You could, in theory, link your Amiga to the Internet, but this is expensive and fiddly. I wouldn't consider it unless you have a lot of money and time to use up. If you do, contact me and I'll see what I can work out to help you.

Most of you will be accessing the Internet through a service provider (SP) such as Demon (0181 371 1234) or .NetKonnect (0171 345 7777). When you want to connect to the Internet you call them up on your modem and you're off. What you may not realise is that many SPs offer a service where they store the pages for you. So, all you do is call the SP, upload your pages, hang up and anybody on the Internet can then access them.

Demon charge you £25 per month for up to 10Mb of space, but some are now thinking of offering this as part of their standard package. Check with your friendly neighbourhood SP for more details and get webbed! AF

Richard Baguley can be contacted at baggers@cix.compulink.co.uk


Nick Veitch – Editor

Mailbag

Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

PIRATE POLITICS

Since I bought my Amiga four years ago, I have been using nothing but pirated software, apart from the occasional boxed package. I know this is stealing, so I have decided to send the relevant amount of cash to the programmers each time I buy a pirated program. For example, if I bought a pirated game that's worth £25.99, I would send £5.25 to the programmers. I worked this out from the article on the price of games in *AF57*.

Because I am not buying from retailers or distributors, I only have to pay the £9.95 to the publisher. Since I am not using any of the publisher's disks, boxes, manuals, marketing or repro, I only owe the publisher £5.25. Is there something wrong with this idea?

I don't think that I will ever break the habit of buying pirate software as long as games are so expensive. *Street Fighter II*, for example, was NOT worth the price, and I would never pay that much for such a sad attempt to get money from buyers by putting the *Street Fighter* logo on a box containing cheaply programmed software that isn't worth the disk it's on.

If the price of games was less, I would buy original software. A lot of my friends have also agreed to send money to the programmers each time they get a pirate game.

A Reforming Pirate,
Somewhere

Piracy is still stealing, no matter whether you send money to the programmers or not. I agree that sometimes games are not worth the money you pay for them, that is why we review them. But copying games is quite simply illegal. I appreciate that you have gone to the effort of sending some money to the programmers, but that doesn't make it all right.

FAVOURITISM?

I think that a lot of people who write to your magazine, to which I am a loyal subscriber, are being very short sighted. You rave on about what a great machine the Amiga is and how bad the PC is, without thinking.

Fewer software houses are backing the Amiga now. You only have to look through the last few issues of *AF* to see this. Although *Photogenics* got 95 per cent, I wonder how well it compares to *Corel Draw* or *Photoshop*. The same is true of games. There are excellent games out now on the PC such as *Gabriel Knight, Little Big Adventure* and *Doom*, the likes of which we will never see.

Please do not think I am signing the Amiga off, I love the machine, but please be realistic in future.

Philip Stephenson,
psteph@optimal.exnet.com

I'll tell you exactly how Photogenics *compares to* Photoshop *– very well indeed. For a start, it runs in only 2Mb of memory. Secondly, the paint layer can be dynamically altered and different effects and settings can be chosen before it is fixed. I suppose now you'll be saying that* Lightwave *is very good for an Amiga program, but how would it rate against real software like* 3D Studio*? Right, Amiga software is crap really, which is why they use it for* Babylon 5, Robocop, Star Trek, SeaQuest… *get a life. If you think software is really better on the PC because you have to pay £800 for it and you need 16Mb of RAM to run it, then good luck to you and your bank manager. I guess we'll all have to just get by with a more usable system at a fraction of the price.*

Oh, and you'll never see a decent version of Sensi Soccer *on the PC, not if you want to play against your mates.*

SERVICE POINT



I noted in a recent edition that you had stopped taking advertising from a firm due to bad service. It is good to see a magazine setting a standard like this and not just putting up with any old thing as long as the money comes in. I have always felt that I could trust the articles and opinions in *Amiga Format* and *Amiga Shopper* to be the honest thoughts of the contributor.

As you appear to have compiled a black list, would it not be a good idea to make a list of firms that had good recommendations. I posted orders to four firms (Deal Direct, Golden Image (UK) Ltd, Softwood Products European and Owl Associates Ltd) by the last post on Monday, February 13. I received the last of my orders by the first post on the following Monday. This is good service by any standard. Thank you for an excellent mag. Keep up the good work.

A Blair,
Maybole, Ayrshire

Not only do we take a dim view of disreputable firms, thanks to our Mail Order Protection service, we are pledged to help you get your money back, so it is in our interests to make sure all advertisers are reputable. I am glad you found the above companies efficient.

EVEN MORE OUTRAGEOUS

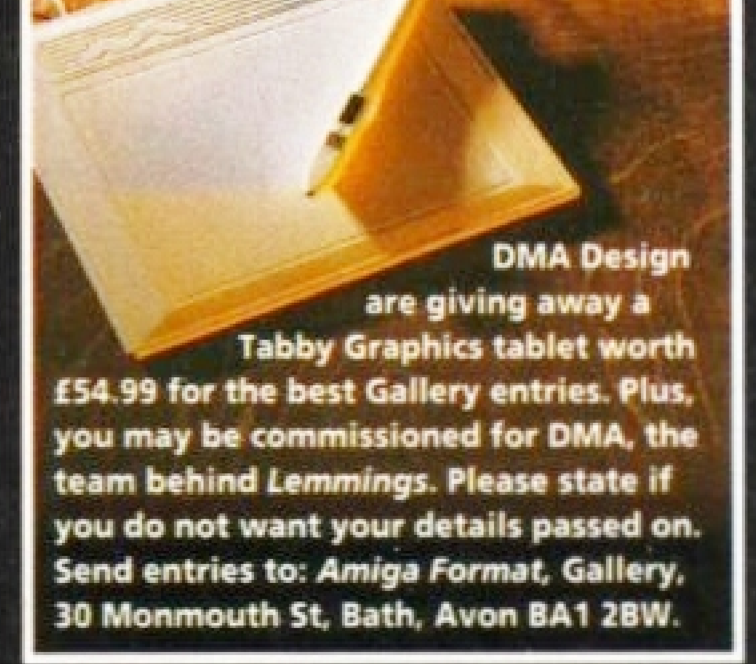
I have just read the letter Quite Outrageous (*AF69*) and I cannot agree more with the writer who pointed out the *AF* bias towards the A1200 and A4000 at the expense of the A500. The headline Quite Outrageous must be referring to the reply. The magazine is far more A1200 than is being made out. I remember reading a couple of months ago that there are more A500s in use than all other Amigas put together. If J R Drinkall's letter hurt *Amiga Format*'s feelings, then

Continued overleaf ➡

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MAMOD

by Barrie Scott, Cumbria.
Top rendering action using a combination of 3D raytracing with some imagination thrown in for good measure. The juxtaposition of the old with the new is touching and that's why this image won our prize.

THE BITS ON THE SIDE

AUTOMATIC FOR THE PEOPLE

Just an idea for Amiga on-line services on Futurenet – how about a mailing list for Amiga takeover news? I know that you currently have the automated response via CBM News, but I think it would be even better to allow users to subscribe to the list, and then you can E-mail the list and everyone subscribed to it gets the latest news. What do you think?

Oliver Roberts,
E-mail

Quite simply, at the moment we don't have the time or the software to set up and maintain a mailing list. Also, our network probably wouldn't be able to take the strain, because from what I can gather from the current service, there would be more than 1,000 messages sent each time. That goes beyond the scope of the desktop machine and the network it is connected to at the moment. Hopefully we will be able to do things like this in future, but at the moment, you'll have to bear with us.

PAD PROB

I have a problem with my CDTV control pad. The A and B buttons are sprung by a rubber pad which is breaking up due to constant use. Can you tell me if a replacement pad is available, and where from, or if I will have to buy a new remote?

Andrew,
Cwmbran, Gwent

I shouldn't think that you can buy a separate pad for your CDTV, but you could try asking CPC, the authorised Commodore spares dealer. Give them a call on 01772 654455 and they will at least let you have a new controller for £20.78 plus VAT.

LETTER FROM AMERICA

As an avid (or is it rabid) reader of all serious Amiga magazines, I'm particularly struck by the attitude in the letters columns toward the USA and its users. There seems to be some kind of underlying resentment towards us and I've become a little irked. Some of the writers tend to dance on the boundary between humour and prejudicial sarcasm.

I would plead with you to chill with that adolescent silliness, and realise that in a global, internetted, infobahned super-village, we're all bozos on this bus. We'd better stick together or the ride's over. So how about being first on your rack to give us the following:

1) US Amiganauts tend to have more disposable income than most other users, so how about letting us know if games you review run on NTSC, a 68030-040 A3000 or 1200 (yeah, that's right a 68030 1200. We don't tend to accept Commodore's configurations), or A4000.

2) Stop using *AF* to croon about your Macintoshes. We know Mac software is cool, but our Emplants run the Mac stuff just fine on those rare occasions we need to.

3) I don't know if you have any figures on your circulation in the States, but we pay about $12.50 for an issue and even if there are only a few of us, please try to be fair and accommodate the specific needs of the US Amiga Pioneer.

Frank Salvatini,
President, Metropolitan Amiga Computer Enthusiasts,
Roselle, Illinois USA

You started it by throwing all that tea in the harbour, you ungrateful rotters. Er, I don't think there is any real animosity towards our US cousins. Just so long as you don't go on about how rich you are, and can afford accelerators and that. OK, lets give you some answers...

1) Aarrrrrgh! You evil swine, you had your chance. The missiles are flying, there is no turning back... we try to give as much information as possible. I don't see that the NTSC thing is a problem, unless you are buying games direct from the UK. And if you all have A1200s and can obviously afford a decent monitor, you can run PAL software anyway.

2) I don't think we do. The art people like their Macs, but they don't know any better.

3) I'm pleased to tell you the overseas subscription rate has now dropped to £84.97 (US$133), so it would be cheaper to subscribe, and have your issue airmailed out.

⬅ maybe that is a good thing – we might get some more articles aimed at users of the older Amigas. We are still out there.

Graeme Wilson,
University Of Hull

OK, I surrender. We'll start reviewing all that wonderful A500-only software that's been coming out recently. We were going to ignore it because we're not interested. Now we can give pages and pages to – er, well that's where it all falls down really. As I said (quite clearly I thought), we can only review what is released.

The features are still just as much use to anybody. Workbench tends to concentrate more on A1200s, but that's because, not surprisingly, more A1200 owners write in. I don't quite see what you expect us to do. We go to great pains to make sure, as far as possible, that Coverdisks are A500 compatible. Then you complain that the packages are old.

DON'T BELIEVE THE HYPE

I have been getting *AF* ever since Issue 13 and have enjoyed every issue, but I have not felt strongly enough to write in before, that is till now. Since the demise of the big C everyone who has an Amiga has been waiting with baited breath to find out what the future Amiga holds. Some have ran out of puff but others like myself and everyone who reads *AF* have been hanging on to every precious breath. The last thing we devotees need are people trying to tell us our computers are dead.

In Issue 69 of *Amiga Format* on pages 60-61 there is an ad for Indi Direct & Calculus who have been advertising in *AF* for years supposedly supporting the Amiga. Now they are trying to tell us that the Amiga is dead. In their ad it says: 'The Amiga was a great product but technology marches on. Have you compared the cost of a full Amiga system to a Multimedia PC?' and then they compare an A1200 against a 33Mhz PC.

Well, this hardly proves that the PC is better than the Amiga. The bit that really gets on my nerves is comparing the Amiga to a 1970s computer that you have to add bits to like a Meccano set to get a decent system. Even then you have to set up all the different drives for the mouse and CD-ROM, load Windows, add a soundcard and extra RAM and when this is all done find out that you've used up most of that valuable memory, halved your processing speed by using Windows and that your processor has a bug in it. And you call that technology moving on.

David McEvoy,
Garelochhead, Dumbartonshire

I couldn't possibly agree more.

WHY THE DELAY?

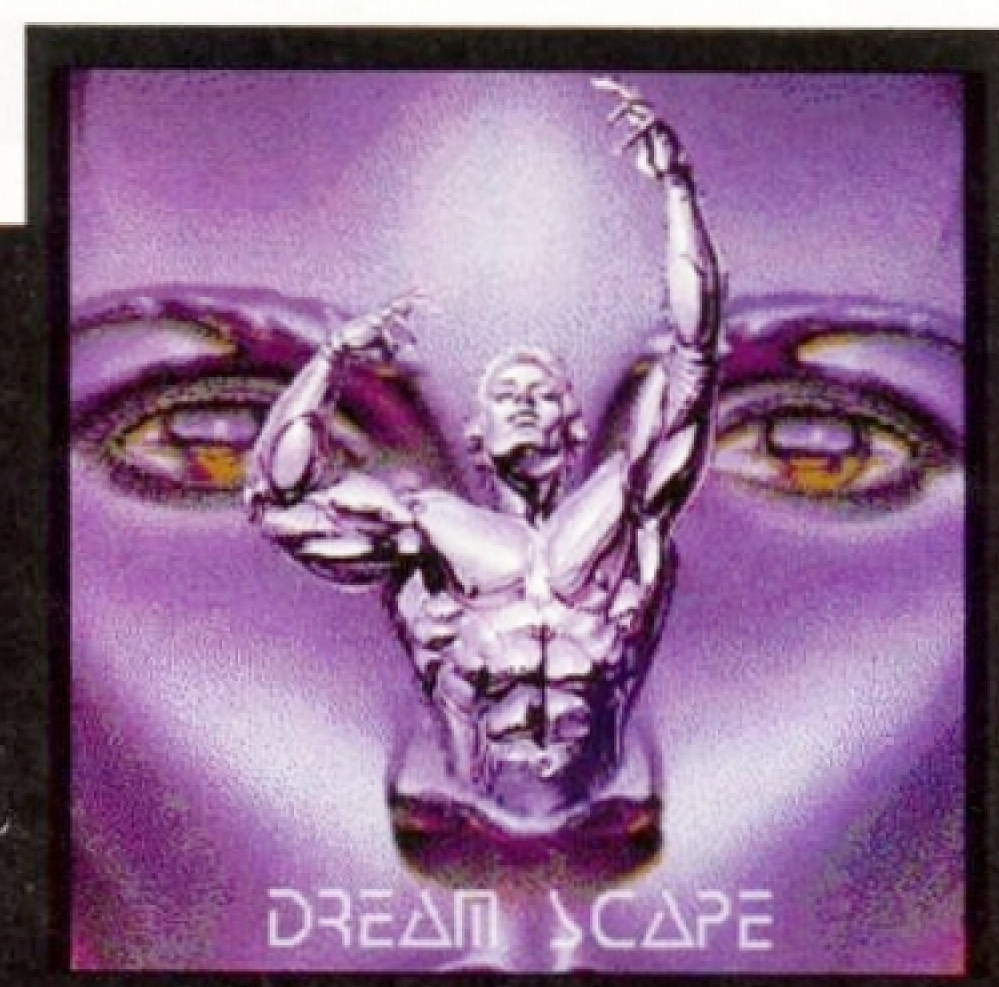
Have you fallen out of favour with the software houses? I say this because recently you seem to be falling behind in your game reviews. For Christmas I received *Death Mask* for the CD[32], yet I'd never heard of the game, fortunately it turned out to be quite good. There will probably be a review in next month's issue I thought, but no, the review didn't appear till the March issue, nearly two months later.



A.P.C. *by A Gardener, New Zealand*



MANGA *by Anon, Cheshire*



DREAMSCAPE *by Simon Philips, Kent*

UNTOUCHABLES UNPLAYABLE

My version of *Untouchables* (Ocean Software) is knackered. I wonder if anybody knows where I can get a copy. Perhaps you could begin a section for this kind of problem?

I would also like to know if you could recommend any good fruit machine simulators because I can no longer afford to keep playing the real things. I've seen a number in your PD adverts but I am not sure which ones are good or not. Any ideas? (I have an A600HD with Workbench 2.05).

Neil Ruttley, Spalding, Lincs

I think we should start a section. At the moment we are looking for Untouchables, Great Ghiana Sisters and most importantly, Sword Of Aragon. There's not a lot to choose between PD fruit machine sims. Talk to your local PD library.

I thought this was maybe a one off but at the end of January I visited my local games shop and there on the shelf was *Theme Park* CD^{32} yet there had not been so much as a release date in your pages, despite the fact it is probably one of the most eagerly-awaited titles among CD^{32} owners, and there is still no sign of a review or even a mention.

I understand *AF*'s policy of not reviewing games till they are officially released (which I totally agree with), and that because it's a monthly mag some games may arrive too late in the office to be included, but I cannot understand why some games are released months before the review appears. Have software companies become so worried about receiving a bad review, that they release their games first and get as much money as possible before they allow it to be reviewed? *Rise Of The Robots* springs to mind.

Kenneth Gordon, Guidepost, Northumberland

Death Mask is a bit of a special case. The publishers sent us a copy before Christmas, but unfortunately it seemed to get lost in the Christmas post. By the time we did get our hands on a copy, it was too late for the issue we were working on, so it had to wait until the next one.

We need to receive games about four weeks before our on-sale date to give time to review them, design the pages, print the issues and get them in the shops. Sometimes (as with Theme Park) games companies work so close to deadlines, that they can't get us a copy much before the release date, which obviously means we can't review them. Sometimes we seem to fall off the mailing list of a few games companies, and it would indeed be quicker for us to nip down to the local software emporium and buy a copy ourselves. But even if you see a really neat game on the shelves, read the review first.

AF, THE MOVIE

Why not make a video *Inside Amiga Format* where you show the viewers around the *Amiga Format*, and indeed, maybe the *Amiga Shopper* and *Amiga Power* offices. You could give a profile on everyone, what their job entails, how they do it and how they fit into the production of the magazine. It could also give us an insight into how the magazine is made from planning to printing.

I think this video would be a big hit with the readers. Nearly everybody is interested in what makes *Amiga Format* tick. So get that camera out and start shooting! If you need someone to front this video, I would be happy to oblige.

Michael David Taylor, Warrington, Cheshire

I don't think the world is ready. It is hard to see us carrying off the Palme D'Or for two hours worth of shouting, swearing, crying and drinking.

I'm sure the censors would have great difficulty with it, and we'd be left with about two minutes of footage if we wanted to even get an 18 rating. However, if you are a subscriber, you'll often be treated to a (far too) detailed look of the day-to-day business of the magazine, courtesy of the Backstage *newsletter.*

THE MAN AT THE TOP

Write to Amiga International managing director David Pleasance c/o *Amiga Format*, 30 Monmouth St, Bath BA1 2BW.





WILL YOU SUPPORT CD-ROM?

My husband and I have been loyal Commodore users since we owned a Commodore 64. We upgraded through the A500 and now own an A1200 with extra memory, accelerator card and hard drive.

We recently purchased a CD-ROM and have discovered, to our dismay, that there is very little software available. We require more serious software like *Insight Dinosaurs* or flight sims. In fact, after touring a computer exhibition we were tempted to sell the whole shooting match and buy a PC.

Can you tell us if you are going to encourage software houses to produce new CD-ROM/CD^{32} software? Unless you back this aspect of the Commodore business, I cannot see how you are going to hope to compete against the new tide of PCs.

Kathy Anderson, Bradford, West Yorkshire

Commodore's difficulties over the past year have definitely affected the continuing development of CD-based software, and, as such, I have complete empathy with your situation. I can absolutely assure you that if our management buy-out is successful, we have already made plans to fully support further CD-ROM development, even to the point (where appropriate) to co-found some titles. I am pleased to report that we understand that the new Elite product is to be released on CD, and you must buy TFX which is a stunning flight sim.

COVERDISK CORNER

NOT ENTIRELY SATISFIED

I would like to know why you put *Photogenics* and *Super League Manager* on the Coverdisks (AF69)? *Photogenics* only works on a machine with Workbench 3.0 or above, so why didn't you put extra Coverdisks on with a program everybody could use? I felt sorry for my A600 having to put up with *Super League Manager* in its disk drive for the whole one minute it was in there.

Neil Schofiled, Runcorn, Cheshire

Do you know how many ground-breaking art packages were released recently that work on 1.3 machines in 512K? Not many. It is difficult deciding what to put on the Coverdisk, and sometimes we think it's better to have something very good, rather than something not very good that everyone can use. I'm sorry you didn't like the games disk, but a lot of other people did.

ANTI-DEMO DEMO

The Coverdisks on issues 68 and 69 did not contain full programs, but only demos. What good are these to anybody? Most other magazines carry full utilities, so why have you stopped?

J Caris, myl@pavilion.co.uk

We haven't stopped. We are still trying to offer the best disks for all our readers. This month you have a very good, commercial music package on the disk, but I guarantee that next month my mailbag will be filled with complaints from people who don't like music. OK, so at least we've got that sorted now, no more demos. Finally we are all agreed. Ooh, hang on a minute…

PRO-DEMO DEMO

After getting a copy of *Amiga Shopper*, I noticed that *Amiga Format* is lacking some features such as reader ads and programming tutorials. Yes, I know that we're going through *AMOS* at the moment, but how about C and Pascal or Assembly (again). Thanks for the *Photogenics* demo which I found interesting and useful.

Philip Stephenson, Malta

There are differences between the two mags. We don't have as many tutorials in AF, and the ones we do tend to be related to our Coverdisks. So you liked the Photogenics demo. Why can't these readers ever make up their minds? Any minute now someone is going to say they don't want commercial software at all…

MORE UTILITIES

I disagree with every Amiga magazine putting full-price programs on the disks. I would much prefer one of the disks to be full of PD utilities and games. At least with a disk full of PD utilities, if you don't like one there is a fair chance that you will like one of the others.

Gareth Carroll, E-mail

Oh dear. That about runs the whole gamut of possible opinions on this. I think this is a debate that will run and run. It's been going on as long as I have owned an Amiga. I think this is one that is going to have to go to the Amiga Format Forum (see page 146).

CLUB TOGETHER

I'm starting an Amiga club called Underworld, and I seriously need some *AMOS* programmers who can help build a mag. Issue one has been made and if anyone wants a copy, write to me or phone me on the number below.

David White, 23 Thistleneuk, Old Kilpatrick, Glasgow, Scotland G60 5LY Tel: 0141 875072

I'd certainly like to see a copy. And all you AMOS programmers out there who have been moaning about only having a two-page tutorial every month – there's your answer.

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- M086 Drum Loop Samples
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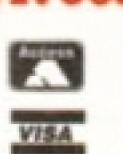
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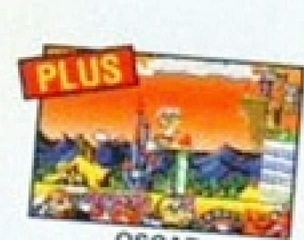


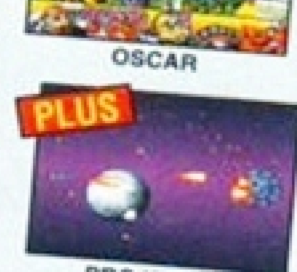
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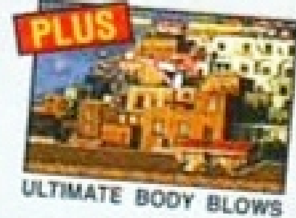
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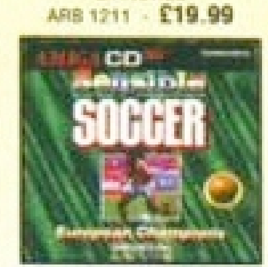


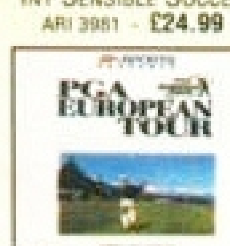
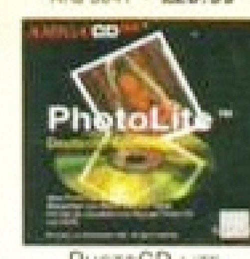
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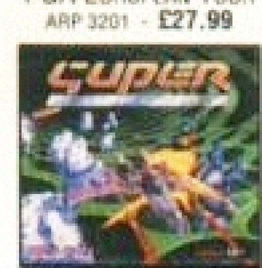


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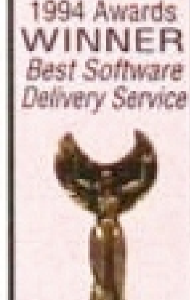
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This sequencer package, (85%, *AF60)*, is one of the most ground-breaking releases since the original *Music-X* made such a huge impact back in 1989. *Music-X 2* is a full MIDI sequencing package for controlling synthesizers, drum machines and any other MIDI equipment, or you can use it with internal Amiga samples. The leading sequencer for the Amiga.

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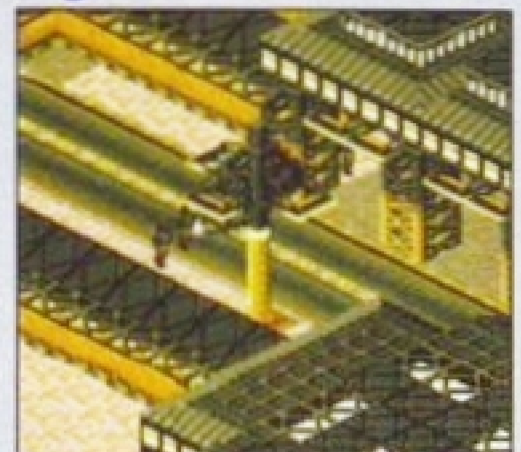


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Description	The Serial Killers		
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Syndicate American Revolt Missions



If you thought the original *Syndicate* (91%, *AF49*) was tough, the *American Revolt Missions Disk* will test your skills to the absolute limit in a series of 21 fiendishly difficult missions. You can't buy this disk in the shops or from any other magazine, but you need a copy of the original four-disk game to use the *Missions Disk.*



Description	Syndicate Missions Disk		
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Wordworth 3.1SE



This is the latest version of the most successful Amiga word processor ever. Complete with on-line help, auto correct, drawing tools, text effects, a 116,000-word Collins spell checker and thesaurus, *Wordworth 3.1SE* has been created to run on a base A1200 with 2Mb and a single drive. For full details of this *AF* Gold-rated package, see the review in *AF67.*

Description	Wordworth 3.1SE		
Order code	AFWWSE	AF Price	£49.99

Turbotech Clock Cartridge



Your Amiga will always know what day it is with this handy device which sets the correct time and date. Simply fits into the disk drive port (or on the back of your second drive). Complete with software.

SAVE £2

Description	Turbotech Clock Cartridge		
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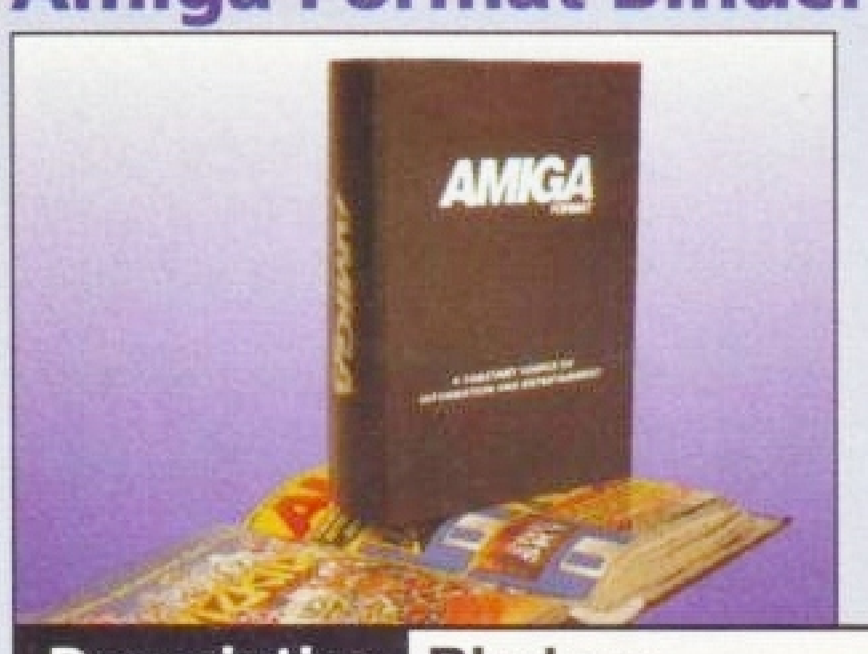
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Description	XL144E Fax Modem		
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*** AF top tip: buy two!**

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Technosound Turbo 2



Like the original *Technosound Turbo*, version two of this sampler from New Dimensions (which scored 88% in *AF51*), enables you to grab digitised sounds and sequence them into compositions. But it also features many improvements and new functions, including direct-to-hard disk recording, and a built-in tracker. The package contains a digitiser and a set of audio leads.

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Description	*AF* Sweatshirt		
Order code	AFSWEA	AF Price	£12.99

Super CD^{32} Control Pad



If your original CD^{32} control pad is feeling its age, or you just want an additional pad, you need The Super CD^{32} Control Pad from Competition Pro. With turbo fire, auto fire and slow motion features, the pad is also perfect for Amiga games.

Description	CD^{32} Control Pad		
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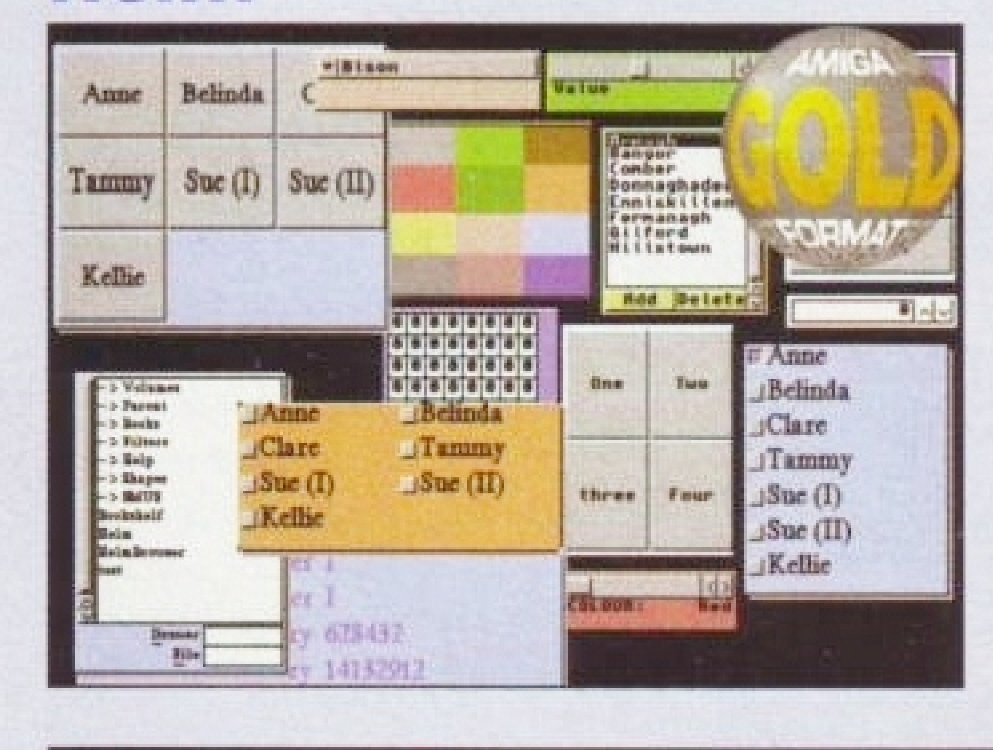
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Description	Colour & Black Inkjet Refill Kits		
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Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.

Description	Communicator III		
CIII code	AMF505	AF Price	£69.99

KCS 3.5 Level II



When we reviewed this incredible music package (*AF29*) we awarded it the coveted Gold rating (a whacking 92%) and that was with a retail price of £279. We said: "Contains all the elements you could possibly need to use your Amiga in a serious environment." *KCS 3.5* is much more than just a sequencer, it also contains a whole host of functions, in a multi-program environment (MPE), to allow you a great deal of flexibility in creating music: record notes in *KCS*, edit them in *Tiger* and print out your score using *Quickscore*.

****KCS 3.5* requires 1Mb RAM, although 2Mb, a hard drive and a MIDI interface is recommended.**

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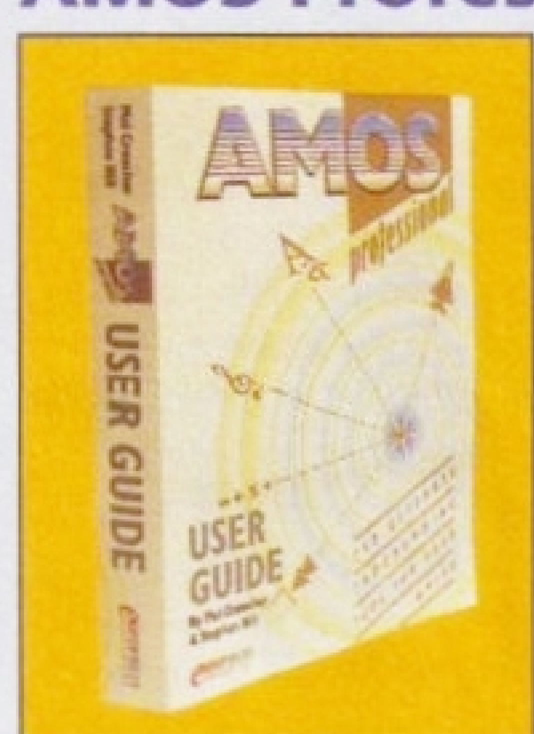


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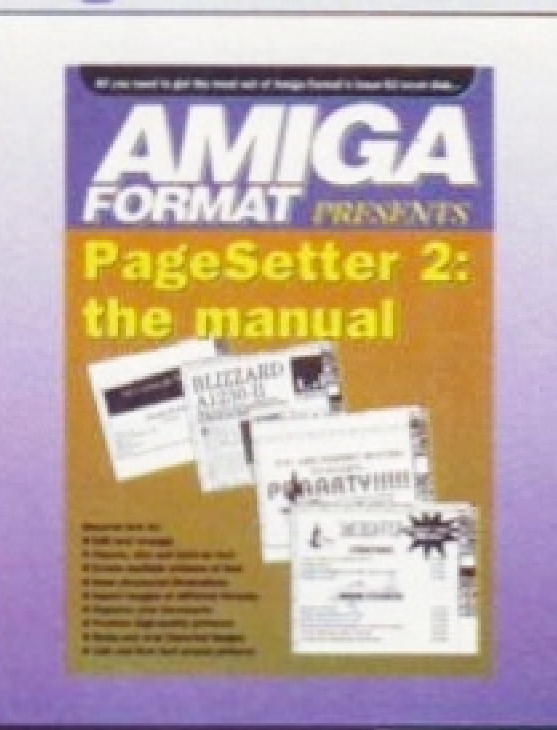


This is the official manual for our wonderful *AMOS Professional* Coverdisk from *AF67*. The 650 pages gently introduce new users to the delights of programming in *AMOS* (97%, *AF40*) and then guide them through the many advanced features of this truly astonishing programming package.

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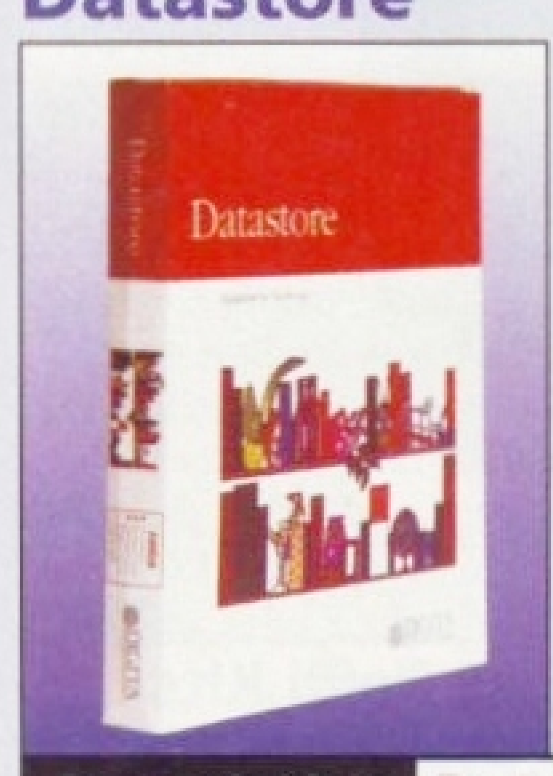
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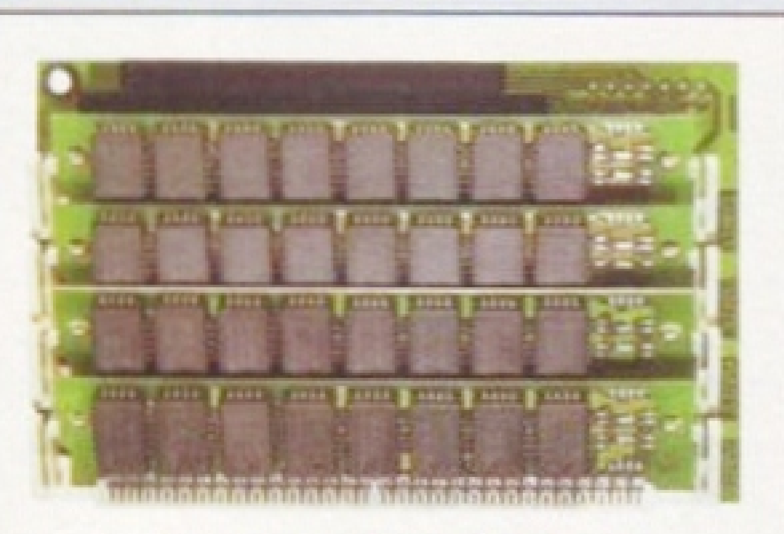


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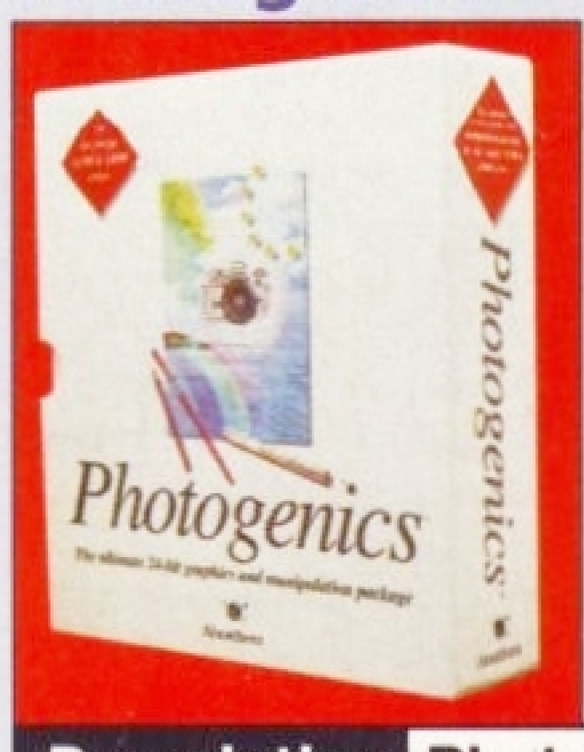
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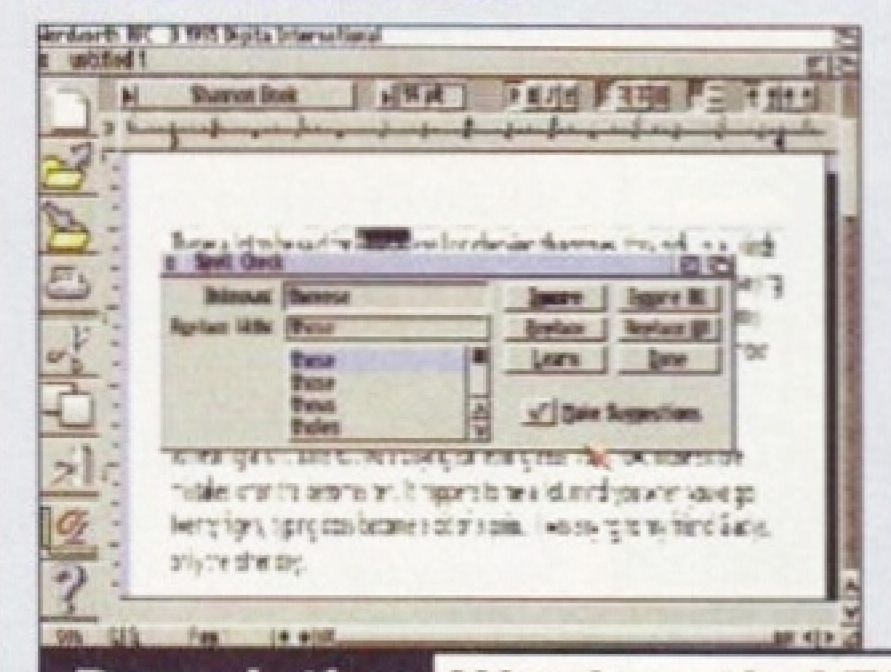


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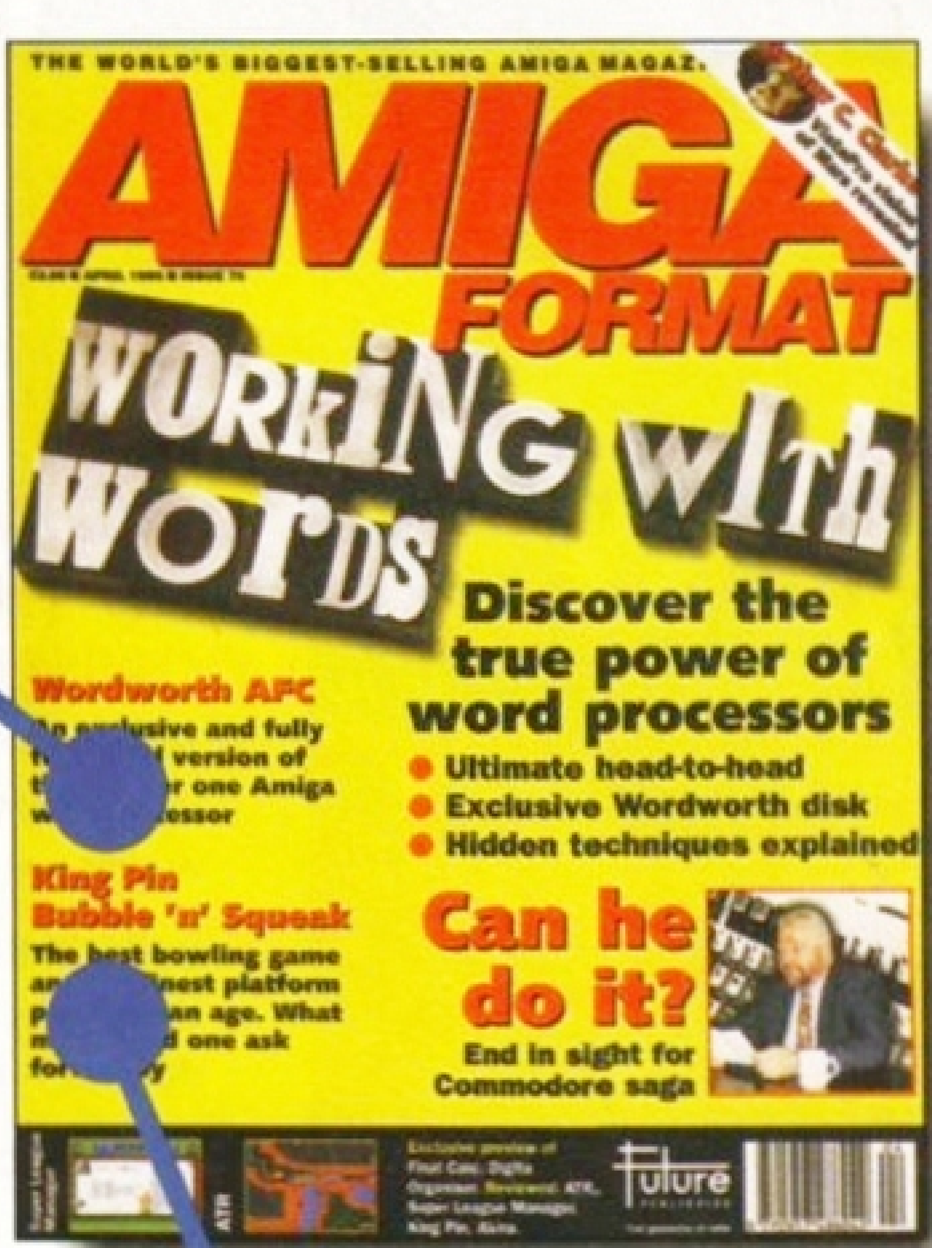
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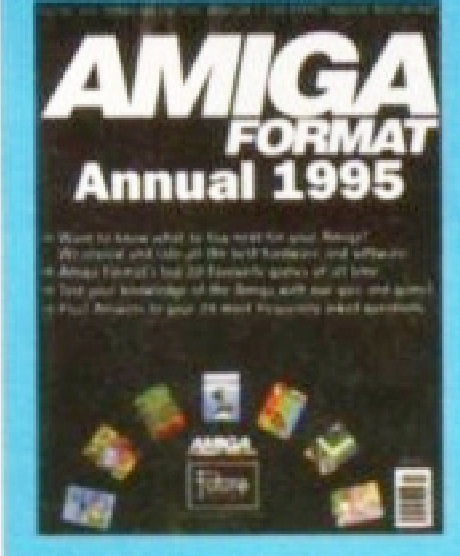
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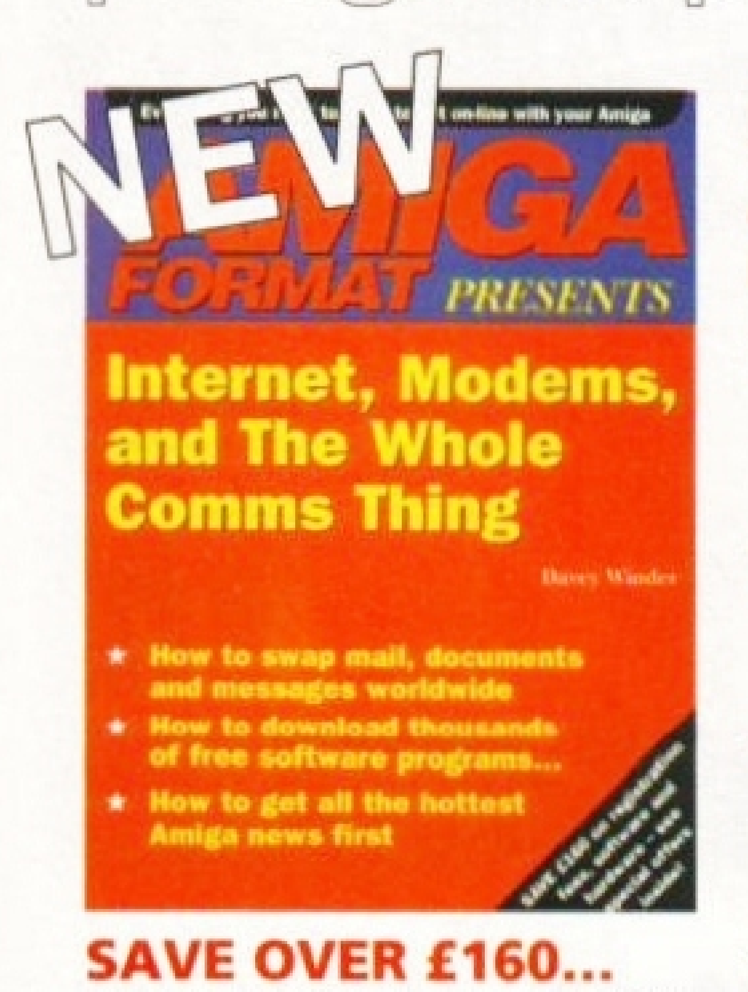
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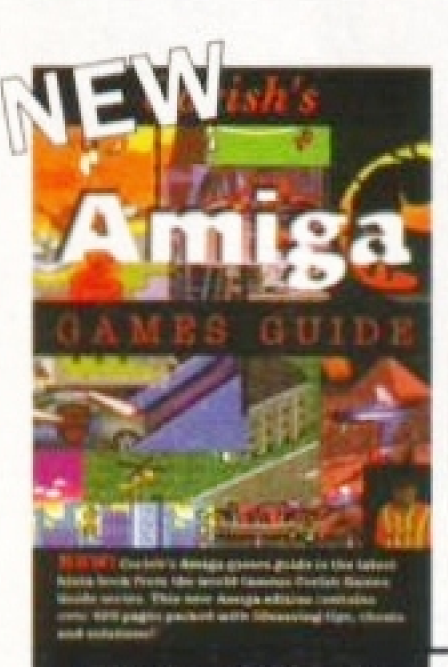


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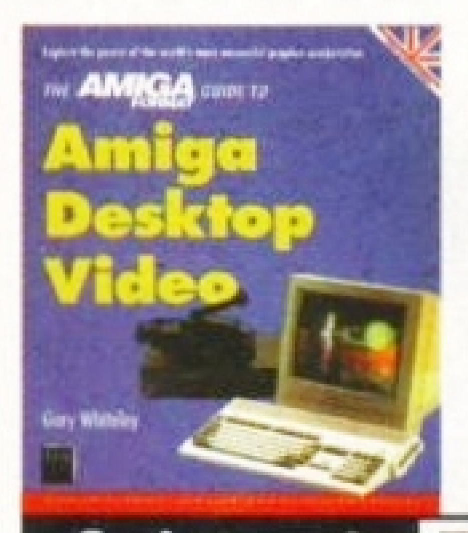
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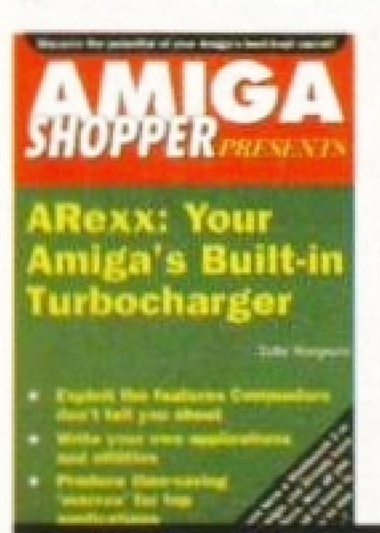
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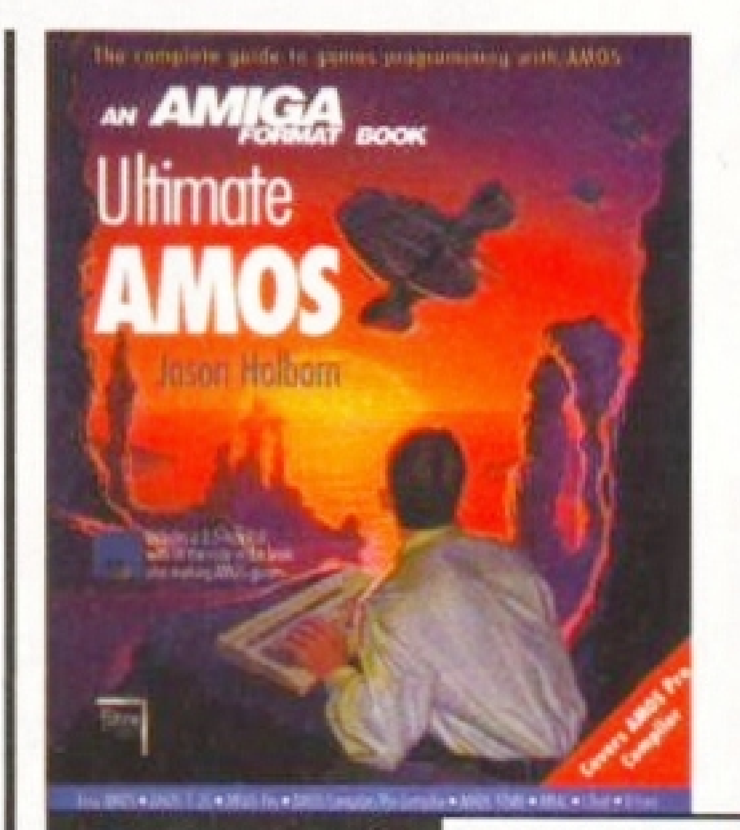
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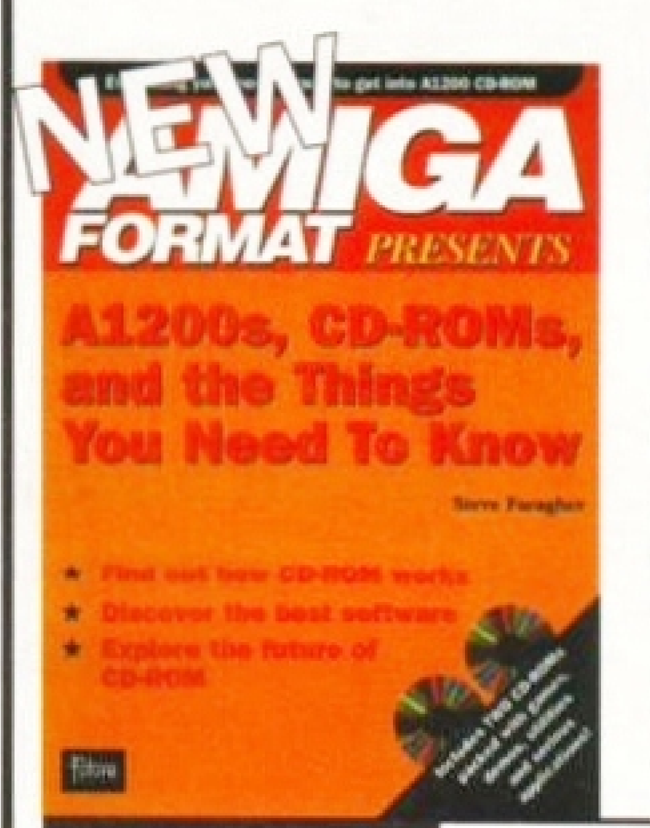
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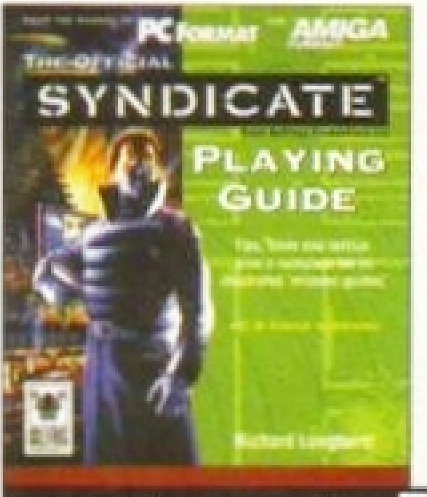
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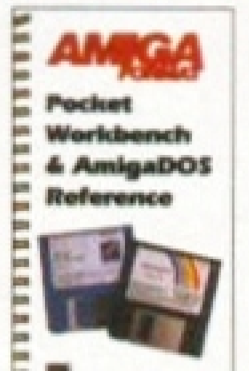


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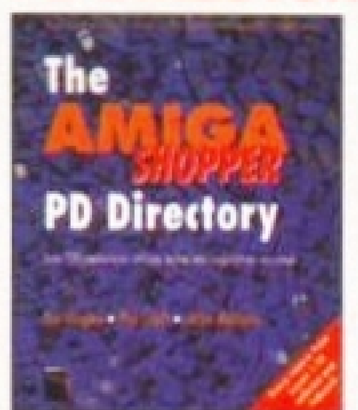


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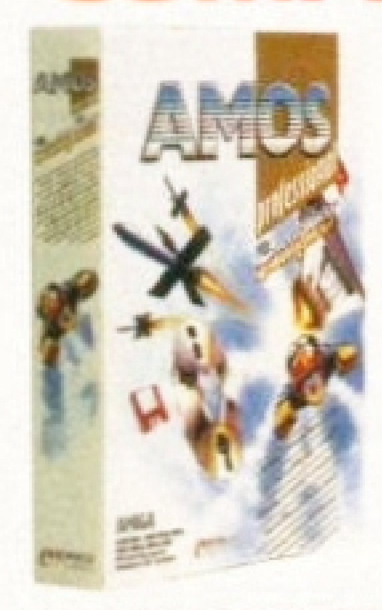
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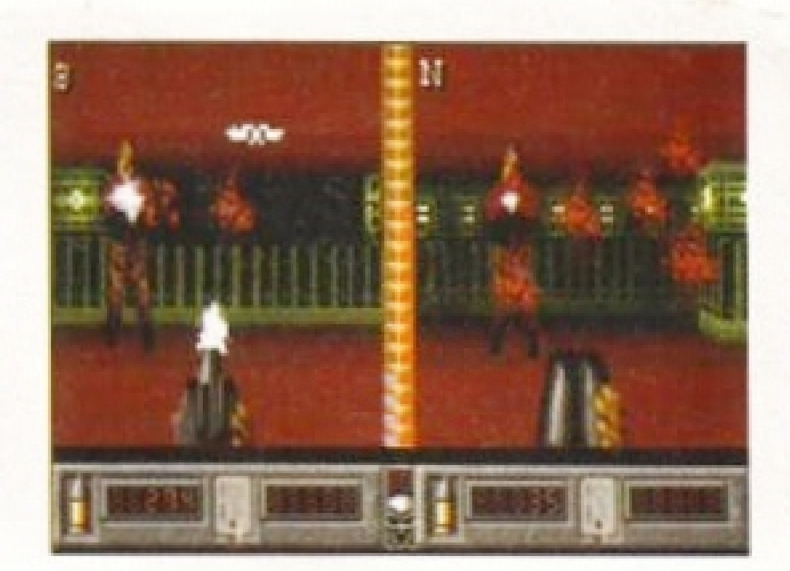
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ALIEN BREED 3D

CONTROLS:

Press K for keyboard, J for joystick/pad and M for mouse control. On keyboard control, use the cursors to move around, the Alt key to fire and the Space Bar to open doors and operate devices. If you wish to run, but we know you won't, hold down the Shift key.

READ THIS FIRST

Have you got both this month's Coverdisks? The games disk is so packed to the gills that we've had to put all the decompression scripts on the *Bars&Pipes* disk. To access any of the programs this month, you will have to boot up from Coverdisk A (*Bars&Pipes*). Be ready to follow the instructions and have three blank, formatted disks ready. Once the disks have been uncompressed, you can either boot from the games disks, or boot from Workbench first and then insert the *Bars&Pipes* disk. Note, the Coverdisk has samples for use with *Bars&Pipes*.

Alien Breed 3D

Steve Bradley loads your gun and points you in the right direction to enter two worlds of alien menace.

Truly, we can confidently claim that this is not only *Amiga Format*'s best games Coverdisk ever, but also the finest offering from any magazine. In the history of all things. Ever. Team 17's glorious first-person perspective, *Alien Breed 3D* (A1200/A4000 only) goes head-to-head against an excellent and exclusive level of Alternative's already-released shoot-a-thon, *Death Mask*.

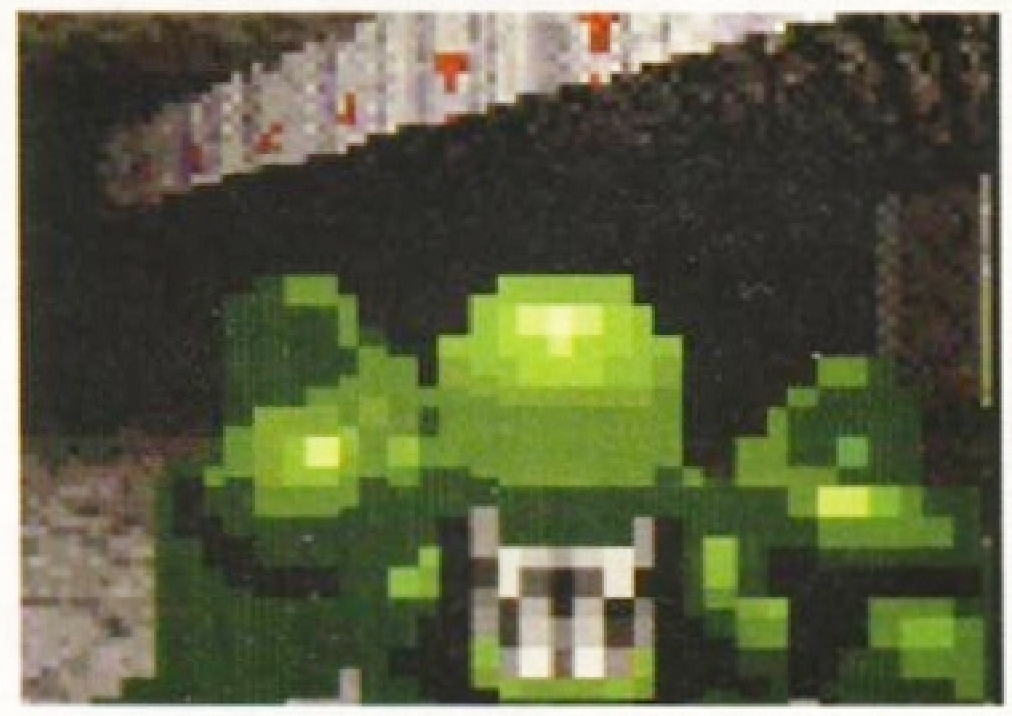
The first-person perspective (like where you would be if you were the camera, or if you were really there – oh, go on with you, you know what I mean) shoot-em-up is a much-lauded sub-genre following the explosion in popularity of the games, primarily for the PC.

Software companies have been falling over themselves to release *Doom* and *Wolfenstein* clones for the Amiga, but let us not forget that games such as *Jurassic Park* (in sections) and *Hired Guns* have already tackled the subject, so there is nothing incredibly original about first-person shoot-em-ups. But *Alien Breed 3D* looks the most likely Amiga contender, with fabulous Gouraud shaded graphics, texture mapping and a remarkably swift 3D engine.

At the the start, you'll be facing a wall. Turn around. As the large green monsters approach, centre them on screen and unleash a swift volley of fire via the Alt key/mouse/joystick. Keep a look out for extra ammo and health pick-ups, and be sure to walk over them in the centre of the screen otherwise you'll find you have not picked them up. It can be a bit fiddly but you'll soon get the hang of it. Oh, and you'll need to access a door to get to the next part of the level – so keep your eyes open. Good luck.



Release a volley of fire as the particular breed of aliens approach and, if accurate, a bloody mess you'll make.



But if they get this close and you haven't yet got in an accurate shot, what the hell have you been doing?

Once more we have scoured the Amiga software world to bring you the finest Coverdisks possible. And even by our high standards, this month's three offerings are a bit special...

FINDING YOUR WAY AROUND ALIEN BREED 3D

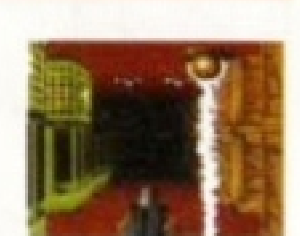

The small brown boxes are packed to the gills with ammunition.


A lever on the wall. What do you do? Press the Space Bar.


Collect the packages with a red cross emblazoned. Go on.


Appearing in a corridor near you, the fabulous aliens howl gloriously.

Death Mask



Death Mask has only recently been superseded by the might of *Super Skidmarks* as our favourite office game of the year, such was its hold.

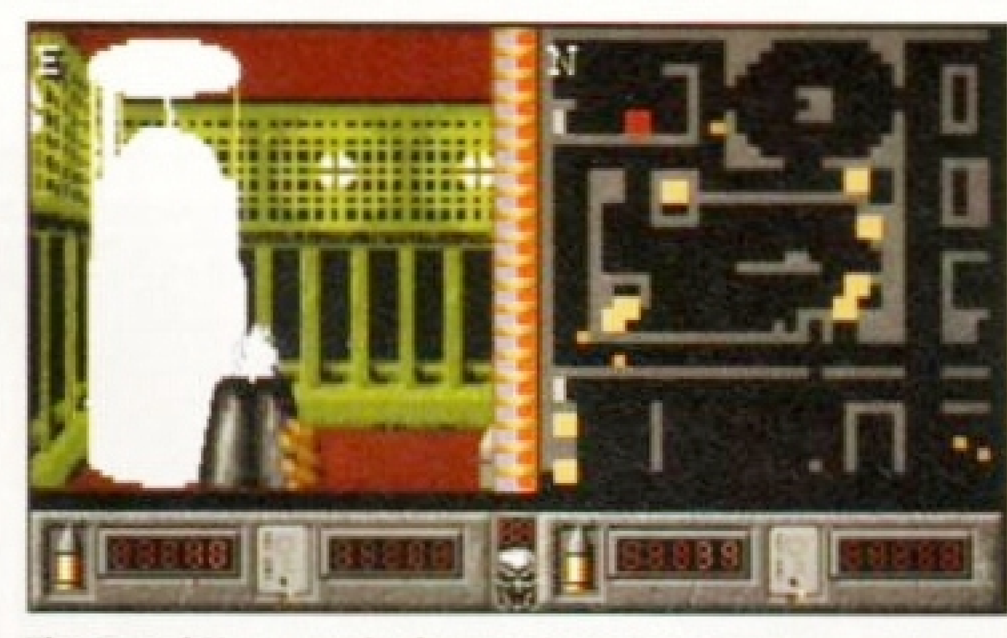
It isn't as sophisticated as many of the *Doom* clones but with the volume turned up, and in head-to-head mode, it's a real blast. And we've got an exclusive, specially-written-for-*AF* level which, although specifically for two players, can happily be tackled on your lonesome, although eventually you'll eliminate the sitting duck that is the other player, simply to finish the level.

So, what to do? If you're approaching the fearsome task with a chum, the idea is to scoot along the corridors searching out power-ups, blasting aliens and keeping an eye out for your opponent, for it is he/she you must eventually annihilate in an orgy of violence.

Powerful weapons are liberally scattered in green boxes while medical pick-ups soothe. The blue and red bars in the centre of the screen show your very lifeblood and if you've been plastered early, keep on the move because pick-ups often regenerate giving you a fighting chance. There are two types of turn – quick, and not-as-quick. Quick, as you would imagine is best.

Press Shift to bring up the map. The blue and red blocks are you and your opponent, the beige blocks, the alien fiends, and the smaller, dark blocks, reactors which require elimination.


Kaboom! and indeed, kerblam! Face-to-face, you can choose to slug it out or run for your very life.

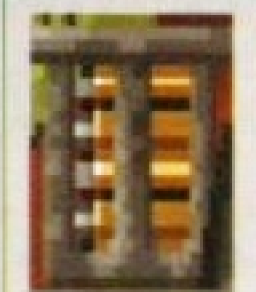

The E and N respectively stand, perhaps not surprisingly for East and North. That's the direction you're facing.

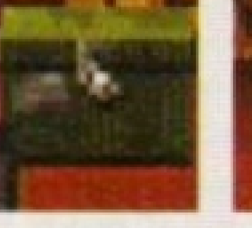
CONTROL OPTIONS

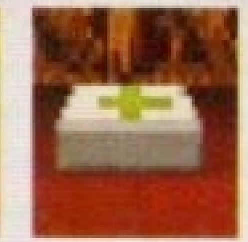
F1 left quick turn off; F2 right quick turn off; F3 left quick turn on; F4 right quick turn on; F5 sound off; F6 sound on.

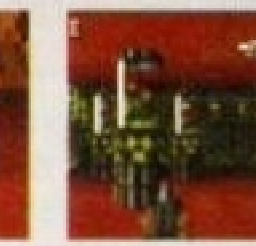
The Shift keys either side access the map for both players accordingly. When you want rid of the map, simply press your Fire button.

DEATH MASK GUIDE


Pick up ammo to increase firepower.

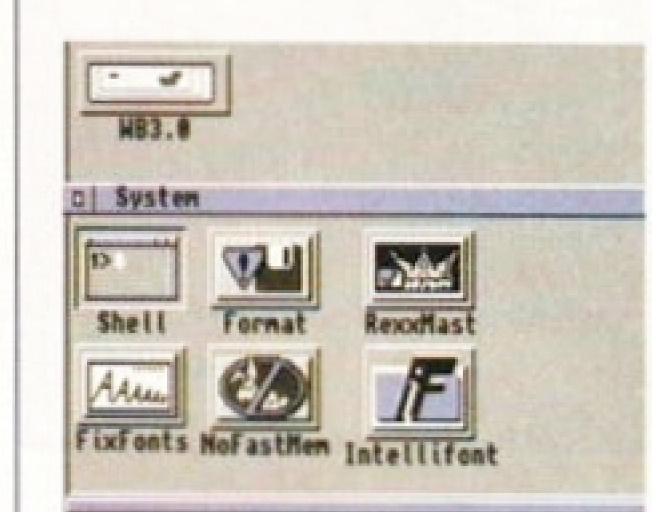

Equip yourself with a large gun.


Boost your flagging energy with this.

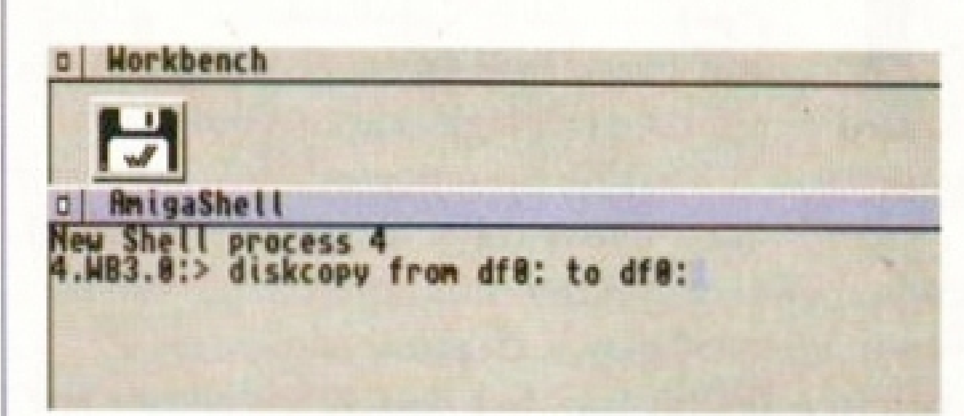

Shoot the reactors and claim the spoils.

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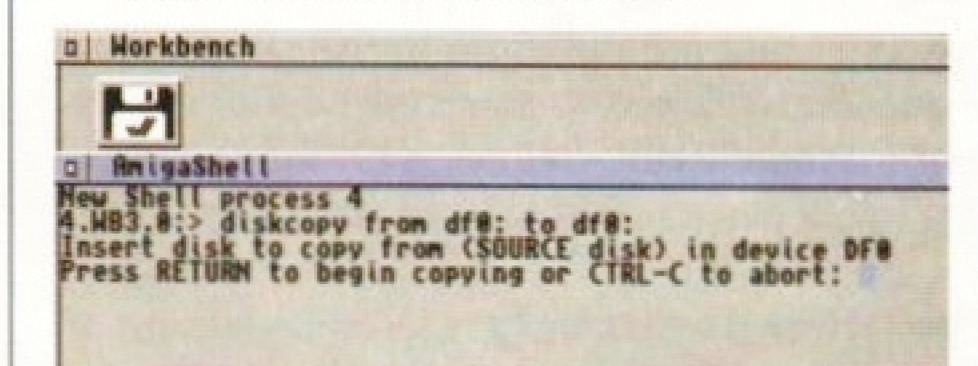


1 Boot up with your Workbench disk, and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

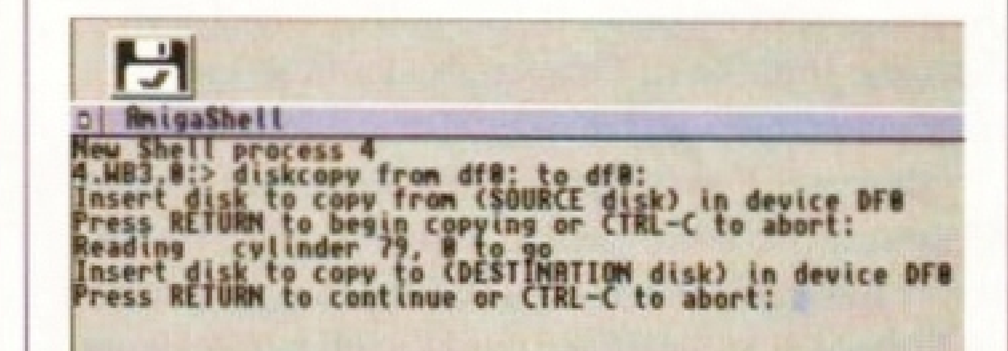


2 Type in the following line exactly as it appears here, taking care to put the spaces in the correct places:

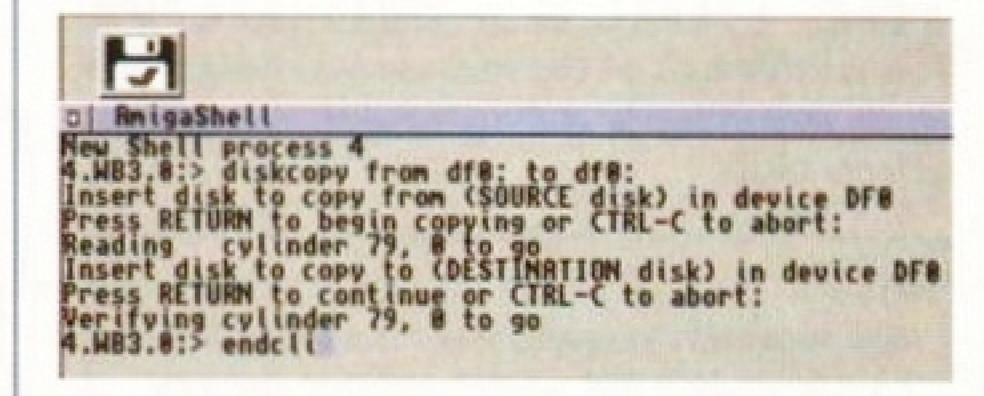
DISKCOPY FROM DFO: TO DFO:



3 When asked for the source disk, insert the Coverdisk and press Return. All of the information on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the destination disk. Insert the disk you want to copy to and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type Endcli to close down the Shell. Your copy is complete.

DISK NOT WORKING?

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Bars&Pipes overleaf ➡



Bars&Pipes

Bars&Pipes Professional **is more than just a sequencer, but before you start exploring its hidden depths you need to learn the basics. Maff Evans introduces you to one of *Amiga Format*'s best-ever creative Coverdisks.**

The Amiga's multitasking capabilities make it the ideal multimedia machine and *Bars&Pipes Professional* is the ultimate music package to link your sounds to a full media presentation.

Bars&Pipes Professional differs from your usual music sequencer. Other programs enable you to record, edit and play back music sequences – albeit in a flexible way, but *Bars&Pipes* takes a few novel twists on the sequencing theme making it a powerful and flexible package.

For a start you can directly link to other programs via *ARexx*, running graphics, animation, text and other presentation systems cued by your music. *Bars&Pipes* is so powerful a multimedia music system, it can even trigger a Video Toaster. Big, important stuff, not cheap and tacky.

The other particularly interesting feature of *Bars&Pipes* is the pipeline system. By simply plonking tools on the pipeline, you can merge sequences, split them on to other channels, transpose notes and produce all manner of special effects either as you record or when a track is played – or even both. If there isn't a tool that does the job, *Bars&Pipes* enables you to create your own from scratch.

Because *Bars&Pipes* is such a big and powerful program, there are far too many features to talk about here and there's no way we can go into any great depth. So on these pages we'll just take you through the basic controls and operating methods to enable you to get started.

THE WINDOW ICONS

These access the individual Edit windows of the program. You can drag them around and arrange them however you want or double-click to open a window. Once a window is open, its icon vanishes until you close the window.

Toolbox: load, save and edit pipeline tools.

Track: the main sequencer page.

Song Construction: move entire bars and organise a song structure here.

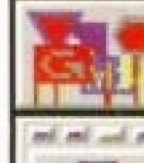
Mix Maestro: a graphical mixer with mute/solo, pan and level controls. This data can be recorded on a track for real-time mix control in a sequence.

Metronome: holds the settings for the metronome.

Accessories: add accessories such as *ARexx*.

Transport: opens the transport controls window, including marker buttons, tempo change and SMPTE clock.

Tempo Palette: store four tempi for instant access.



Set Flags: adjust marker positions by typing them in.

Tempo Map: opens a window for adding timing changes with straight cuts, slopes or curves.

Time Line Scoring: control several songs' playback on a timecode strip.

Clipboard: store temporary cuts and copies for moving around a session.

THE TRACKS WINDOW

This is where all of the main sequencing takes place, including recording, editing and adding effects tools.

Flags

This holds marker positions for a song. The blue triangle is the current position marker, the purple triangles are the edit flags (for marking cut, paste and other edit positions), M1-4 are for marking special user points, the red arrows set loop points, the yellow IN/OUT boxes denote Punch In and Punch Out points and the red octagon sets the Stop position. To move a pointer, drag it with the mouse.

The Pipeline

A graphical representation of a sequence track, which breaks down into eight sections:

- Track name: double-click to enter a name.
- Input Arrow: sets which tracks will receive input data.
- Input Pipeline: the tools to be used on input. To record MIDI, you need to add a MIDI tool here.
- Play/Merge/Record: sets the mode of a track.
- Sequence Area: displays the sequence data. Double-click to open the Edit window.
- The Faucet: blue means that notes you play on a synth are heard as you record, red is muted, yellow is playback only.
- Output Pipeline: works as the input pipeline.
- Output: shows the MIDI channel the track will play on. Click here and drag to select a channel.

Control Strip

These buttons hold the track control functions. These are (from left to right):

Solo: click to cycle through solo, mute and normal modes.
ToolPad: holds up to 16 tool icons for easy access.
Group Selectors: hold up to eight group configurations.
Group Button: for defining groups.
Cursors: move a track in the list.

Sizing And Dragging

Using the double arrows, you can alter the size of each column. The sliders enable you to scroll sideways across columns so that you can view everything that is in the column.

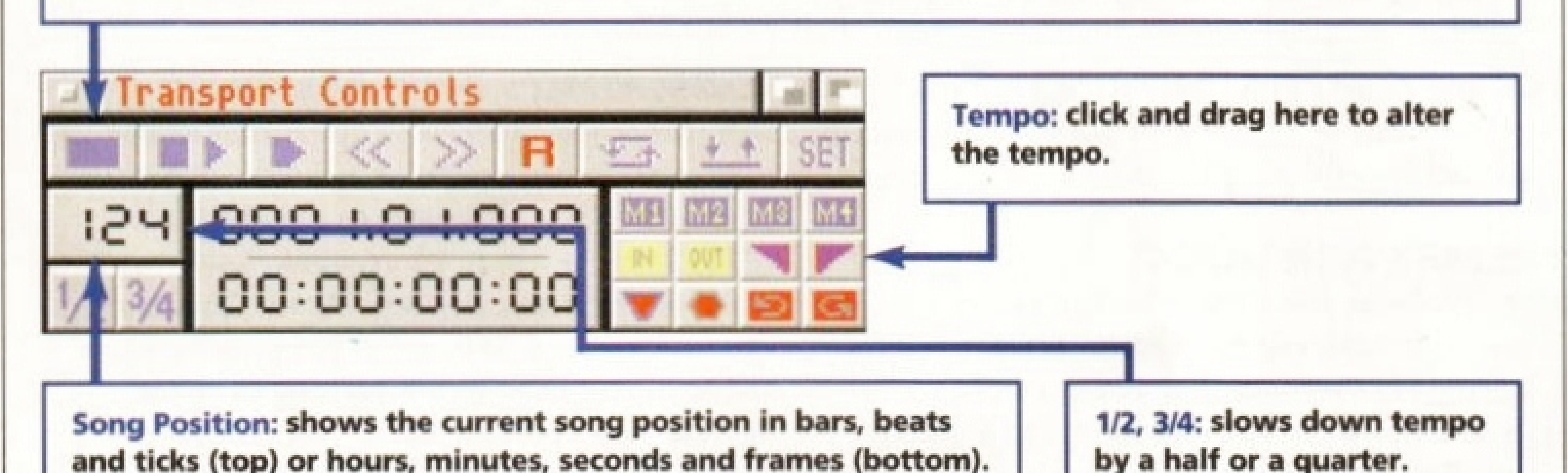


Professional

THE TRANSPORT WINDOW

This is where playback, recording and location options are found.

From left to right.
Stop: click to stop recording or playback and return to the Stop marker.
Start: plays from the start of the tune.
Play: starts playing the song from the current position marker.
Rewind/Forward: move through a song.
Record: enters record mode, enabling you to record on tracks set to R.
Loop: starts loop mode recording.
Punch Mode: automatically enters and exits recording at the Punch In/Out markers.
Set: use this button with the Flag buttons to set marker points.

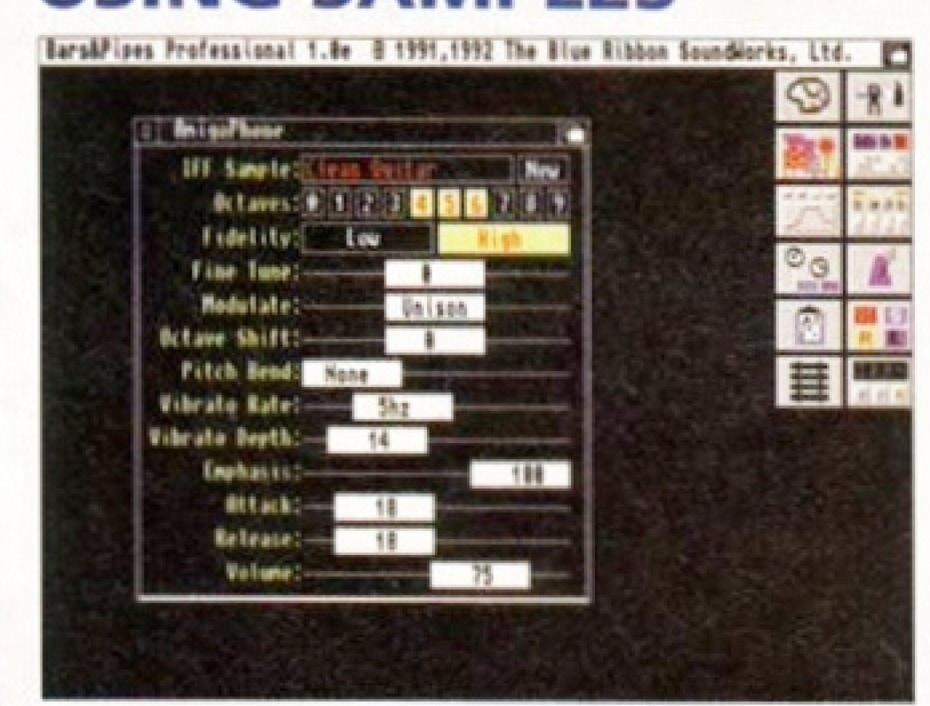


Tempo: click and drag here to alter the tempo.

Song Position: shows the current song position in bars, beats and ticks (top) or hours, minutes, seconds and frames (bottom).

1/2, 3/4: slows down tempo by a half or a quarter.

USING SAMPLES



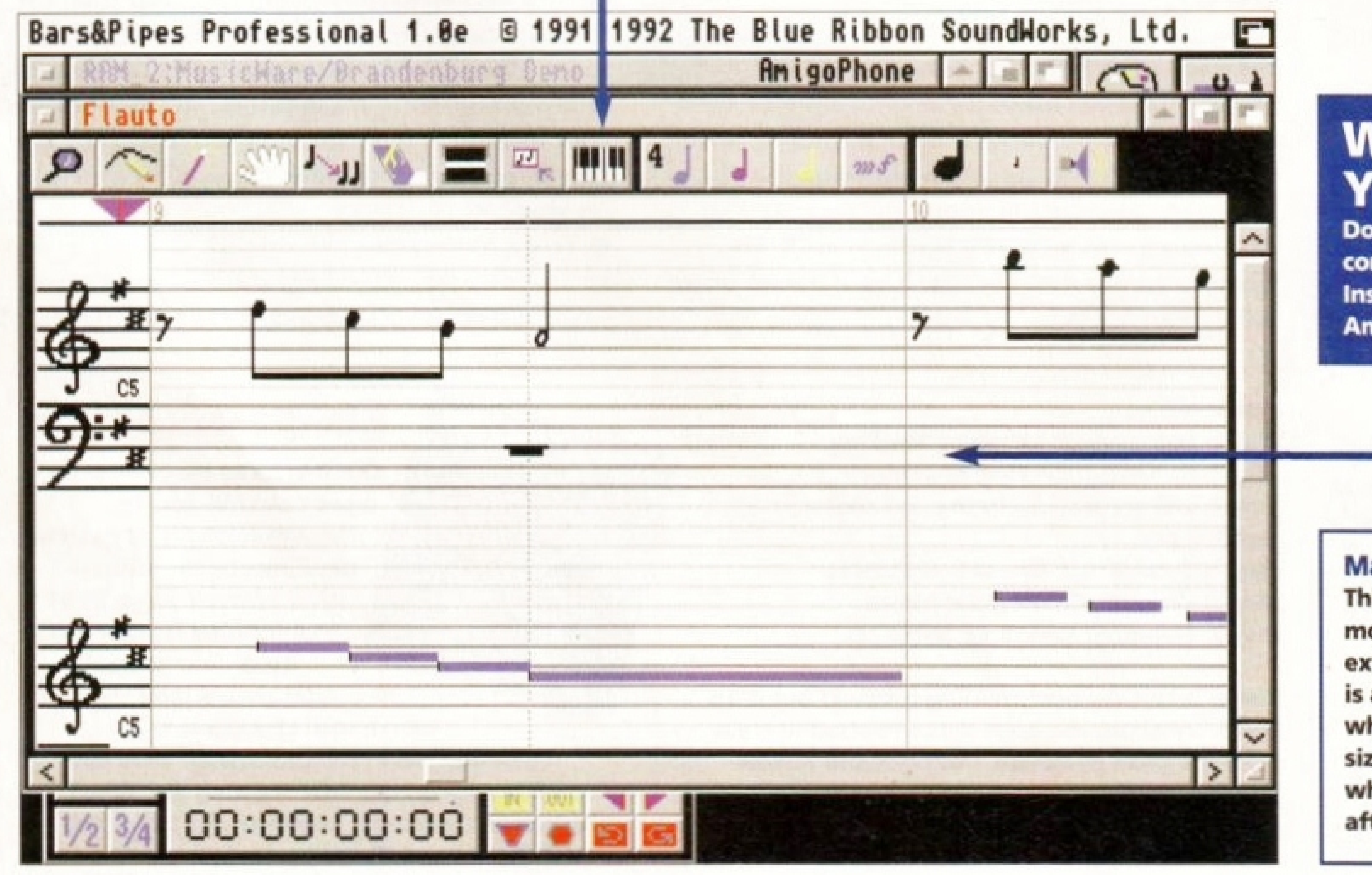
By loading the Amigophone tool and placing it on the end of the output pipe (instead of the MIDI tool), you can play Amiga samples (which are also found on the disk). To choose a sample, tune it and alter other settings, double-click on the Amigophone tool when it's in the pipeline to call up this window. If you've used Amiga samples before you should be able to navigate your way around it easily enough.

EDIT WINDOW

This window is used for editing notes and other sequence data on a particular track.

Control Panel
These are the edit controls for the page. Many of these functions are found on other main windows and work in the same way as here. From left to right they are:

- **Magnifying Glass:** shows information on notes you point at.
- **Pencil:** enter notes on the staff or piano roll. Drag single notes to move them using this.
- **Wand:** alter the velocity and length of notes.
- **Hand:** grab and drag notes around.
- **Duplicator:** use this tool to create a copy of the selected notes and then drag them to a new position.
- **Eraser:** deletes notes.
- **ToolPad:** process selected notes with the chosen tool.
- **Bounding Box:** used in conjunction with the Hand, Duplicator, Erase and ToolPad controls, this enables you to select many notes by dragging a box around them.
- **Step:** enters step-time mode for playing notes directly on to the grid one at a time.
- **Default Note:** set (from left to right) the duration, articulation (including triplets) and strength of notes entered with the mouse.
- **Play:** plays back the notes contained in the current window.
- **Sizing:** make note display bigger or smaller with these two.
- **SMPTE:** changes from beats, bars and ticks to hours, minutes, seconds and frames.



WHERE TO FIND YOUR SAMPLES

Don't forget – the original *AF71* Coverdisk contains some useful samples in the Instruments drawer for use with the Amigophone tool.

Main Area
This has three areas. At the top (in Hybrid mode) is a musical stave which can be extended in full notation mode. Below that is a piano roll grid, which can take up the whole note edit area and be set at a custom size. At the bottom is the controller strip, which displays things such as velocity, aftertouch and pitch bend.

AMIGA FORMAT COVERDISKS EXTRA!

GOT A PROBLEM WITH YOUR COVERDISK? CALL 0191-584 0682 (MON-FRI 2PM-6.30PM)



Your Coverdisk should be working fine, but if not, these hints, tips and corrections may sort out the problem for you quickly and easily.

MUSIC-X (AF58)

A600 owners, and anyone else with only Chip RAM, should follow the instructions for A1200 owners, otherwise they will find they have little room for samples. Also, many people seem to be getting a message regarding missing fonts. The fonts are on the disk, OK! If you boot up from the *Music-X* program disk, like it says to do in the instructions, there is no problem. If you want to boot off any other disk, copy the fonts into the FONTS: drawer of your boot-up disk. This is not complicated – it is how the Amiga works (and the PC and the Mac).

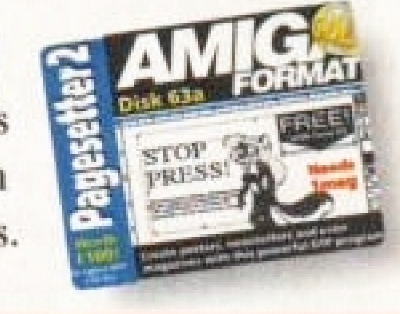
ZEEWOLF (AF66)

Curious one this. Despite rigorous testing, some of you will have received *Zeewolf* Coverdisks that won't work on your Amiga. This is nobody's fault in particular but a peculiar incompatibility quirk – there is a problem with *Zeewolf* with certain makes of internal disk drives.

Both game producers Binary Asylum and *Amiga Format* were unaware of this incompatibility, but Binary Asylum have now sorted it out, and new versions of the game are now available that work with all internal disk drives.

To get a new copy of *Zeewolf*, return your faulty disk and an SAE to *Amiga Format*, *Zeewolf* Disk, DisCopy Labs Ltd, PO Box 21, Daventry, Northants NN11 5RT.

PAGESETTER 2 (AF63)



There are no problems with this program, but a few people seem to be having difficulty with fonts. *PageSetter 2* works with CompuGraphic fonts, but it needs an .atc file. If your font doesn't have one, *PageSetter 2* won't recognise it.

THEME PARK (AF64)

Not a problem, but a cheat for this rather good demo of a rather excellent game. If you press the C key during the loading screen a message appears, informing you that the cheat mode is active. You will now have lots of cash to buy oodles of rides and things!

PROVECTOR (AF58)

There is absolutely nothing wrong with this Coverdisk, but some of you seem to have been having problems because it uses the ARP.library, as do many other Amiga programs. This library, like all other libraries, has to be located in the LIBS: drawer of the start-up disk. If you are booting up from Workbench, this is the LIBS: drawer on that disk.

The ARP.library is provided with the disk, in the LIBS: drawer, so you can just copy it to your boot-up disk. For example, put the *ProVector* program disk in the drive and type:

```
copy df0:libs/arp.library Libs:
```

THE LION KING AGA (AF67)

A number of people have returned their *Lion King* disks to DisCopy labs and asked for a replacement, even though there is nothing wrong with the Coverdisk. As clearly stated on the disk label and in the instructions *The Lion King* is an AGA-only game, so it only works on an A1200. There is no way that *The Lion King* will work on an A500 or an A600.

LIBS, FONTS AND ALL THAT

There are lots of files and commands associated with the normal operation of software. You may not see them until you try to install software:

LIBRARIES – These are compact routines which are compiled as a separate library. They contain commonly-used routines so programmers can write new utilities without having to re-code all the basic routines all the time. Libraries should be located in the LIBS: drawer of your start-up disk.

FONTS – Amiga fonts come in many varieties, but the most common are bitmap fonts. The majority of programs use the system fonts, but some use their own. In this case, the font must be present in the FONTS: drawer of your start-up disk.

ASSIGN – The assign command is used to make pathname shortcuts. It does this by creating a logical or virtual device – one that doesn't exist, but points to a pathname that does. The usage is:

```
Assign <device name> <path name>
```

So, if you had installed a program from disk called *Paint* and installed it to a hard drive in the utilities drawer, your command might look like:

```
Assign Paint: hd0:Utilities
```

IN GENERAL

A few things to remember about Coverdisks:

- With most disks, it's easier to boot up from the decompressed Coverdisk because this has all the fonts, libraries and devices needed by the program.
- If you boot from another disk, you may have to copy over some libraries and fonts. Use the Copy command or drag the files, having first switched on Show All Files mode.
- To install software to hard disk, you may need an assign or two. The assigns should be of the original disk name and point to the new name.

SLM (AF69)

Here are a few suggestions for weekly training. Players should only train three days a week:

Attackers:
Day 1: Endurance; Gym Circuit; Dribbling.
Day 2: Sprinting; Crosses; Set pieces.
Day 3: Ball control; Dribbling; Set pieces.

Midfielders:
Day 1: Weights; Crosses; Marking.
Day 2: Skipping; Aerobics; Set pieces.
Day 3: Ball control; Endurance; Dribbling.

Defenders:
Day 1: Ball control; Aerobics; Marking.
Day 2: Sprinting; Crosses; Marking.
Day 3: Ball control; Sprinting; Set pieces.

Goalkeeper:
Day 1: Gym circuit; Crosses; Set pieces.
Day 2: Weights; Crosses; Set pieces.
Day 3: Skipping; Sprinting; Shooting.

These aren't the best training routines but it's a start. Try improvising on these yourself and see how the team performs. Strength and fitness routines tend to require a couple of weeks before you see the results, but don't overdo it on these exercises.

KING PIN (AF70)

Our thanks to David Fowler from Coleshill who has discovered a way of getting the *King Pin* demo from *AF70* to work on an A500 Plus running Workbench 2. According to David you should load Workbench and insert the Coverdisk. Then select Show All Files and double-click on the Tool file King Pin. When the argument requester comes up, just click OK and the demo will run perfectly.

AF GUIDE TO BUYING MAIL ORDER

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9 Always order from the most recent issue of *Amiga Format*.

10 If a problem arises, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved without taking the matter further. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

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AMIGA FORMAT FORUM

Dale Bradford is your host for the page that gets the industry talking.



Defender Of The Crown? *Sensible Soccer*? The *Lattice C Compiler*? Just what *has* been the most important Amiga software release?

Welcome, friends, to the last page of the mag which is now known as *Amiga Format Forum*. Once again, we have invited some of the industry's movers and shakers to share their thoughts with us and, never ones to miss a publicity opportunity, they have responded.

This month's question is: what has been the most important Amiga software release ever? And why?

Vested interests first, Sarah Tanser, marketing and PR mxecutive of Warner Interactive Entertainment (incorporating Accolade and Renegade) (phew!) suggests: "*Sensible Soccer* – have you ever met anyone who hasn't played it?" Well, yes I have actually, but point taken.

Another marketing manager with a football title in mind is Daryl Still of (boo! hiss!) Atari, who gamely offers the title which many people feel 'inspired' the all-conquering *Sensi*.

"*Kick Off* because it was the first Amiga game where the developer went out of his way to use the Amiga enhancements."

Ah yes, who can forget the late Eighties, when so many publishers just ported ST releases across to the Amiga and slapped an extra fiver on to the price?

Some of us have memories which reach even further back, such as Richard Eddy of Codemasters: "It has to be something from the early days, the piece of software that made people go 'Coooerr! Get that!'.

"I have reasonably distinct recollections of a Commodore Show around 1986. There was this huge grey thing called an 'Ameeger' running *Defender Of The Crown*. The colours! The movement! The breasts on the woman on the title screen! Berlimey! It had everyone talking. Sadly, the title also spawned the hideous phrase Interactive Movie.

"And then, of course, *The Juggler* demo showing off the HAM mode. All very thrilling stuff. Even though there has been a wealth of superb games, applications and utilities since, it was those bits of software that got the Amiga going."

I would agree with that – at the time I was in retail, trying to move A1000s, and a common ploy to get people to part with their 1,200 notes was to lure them into the shop with *The Juggler* and then hit them with *Defender Of The Crown*.

The Amiga is more than just a games platform. Steve Loughran, 3D rendering artist, thinks only of: "*Lightwave*. If there was a machine left to run it on."

John Bittner, President of Zuma Group Inc, cites: "The *Lattice C Compiler*. Without it, development would have been severely hampered." which is a fair point. Sometimes we forget that someone has to write these jaw-droppingly good titles, and that they need something to write it in.

> **"*Sensible Soccer*."**

Toby Simpson, a name familiar to *Amiga Shopper* readers, also goes for a version of the *C* development system: "*SAS/C Compiler* along with, *SnoopDOS* and *Pinball Fantasies*, because it is just the most superbly brilliant game I never produced."

Ah yes, we keep returning to games. Nick Walkland, of Empire Interactive, remembers: "*Lemmings*, the classic original, because it was so TV-kickingly addictive and frustrating."

> **"*Lemmings* – the classic original."**

Mal Thomas, general secretary of the National Association of Specialist Computer Retailers (NASCR), nominates *Premier Manager 2* for the simple reason that his offspring spends hours buying and selling players and: "if nothing else it's kept my son from under my feet." Hmm, parental neglect anyone?

Finally, Ian Saunter, Development Director at Millennium Interactive, gives another vote to *Defender Of The Crown*

> **"*Defender Of The Crown*. It had everybody talking."**

because: "It was just the most graphically stunning, dripping-with-gorgeous-touches game of its time.

So, there it is; I'm surprised nobody mentioned *Deluxe Paint*, but I too would nominate *Defender Of The Crown* ,the game that knocked our socks off back in 1986 when owning an Amiga was still a dream for most people.

Now we'd like to hear your views; do you agree with our panel? What do you think was (is) the most important Amiga software release ever? And why? You can nominate a game, creative application or utility. The best answers will be printed in a future edition of *Amiga Format Forum*, and will win their authors a spankingly trendy *AF* sweatshirt. Please send your answers to *Format Forum, Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

How to contact us

The best way to get an answer from *Amiga Format* is to make sure you're addressing your letter to the right person (or, indeed, department)...

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- *Amiga Format* is available for enquiries by telephone every Tuesday between 10.30am and 5pm, but please make sure your telephone call is really necessary.
- Our advertising complaints department can help with problems with companies who advertise in *AF* if you phone during normal office hours.
- Our subscriptions service and the *AF* Mail Order department can be contacted on 01225 822511.

WORKBENCH: If you have any problems with the technical side of your Amiga, we'll answer you in the mag. If you have advice or tips for other readers, send them in and you could win a prize.
Workbench, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS: If you've found a cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Steve Bradley and you could win a prize. Or, if you're stuck, ask Helping Hand for advice.
Stephen Bradley, GameBusters, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

READERS' LETTERS: The letters pages are there for you to air your views and share your opinions; please remember not to ask questions that should be in Workbench!
Letters To The Editor, *Amiga Format*,
30 Monmouth St, Bath BA1 2BW.

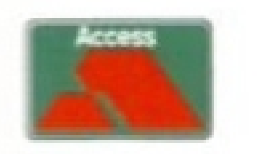
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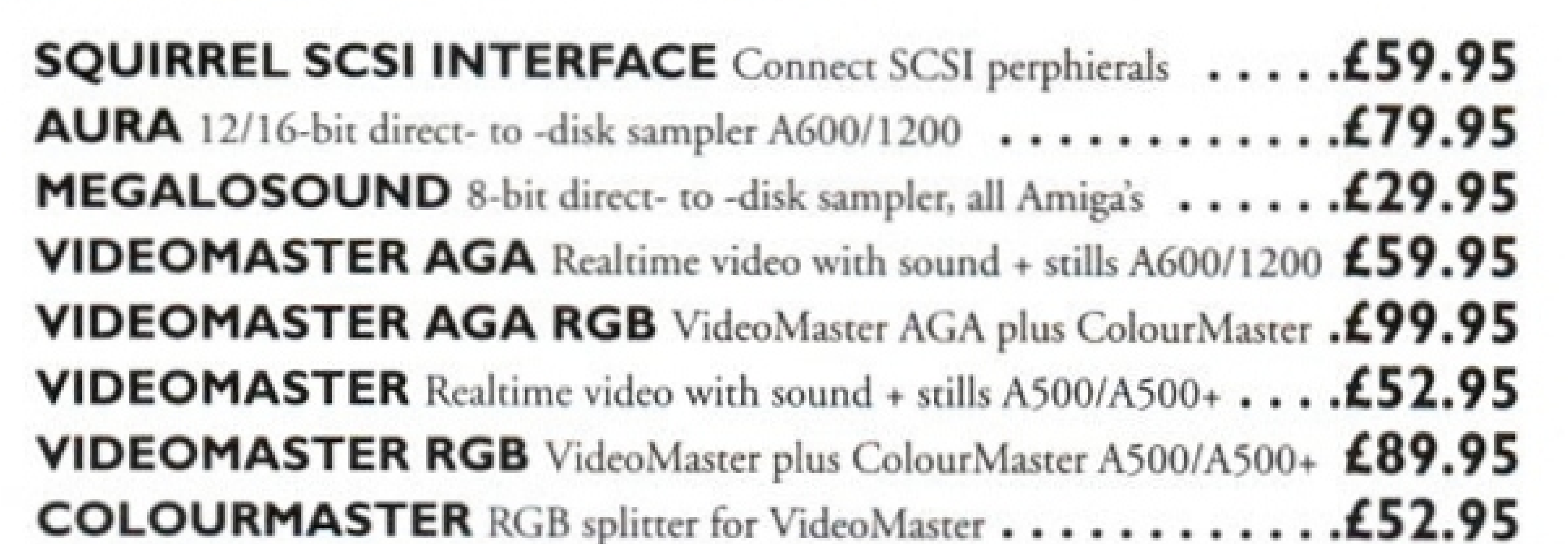
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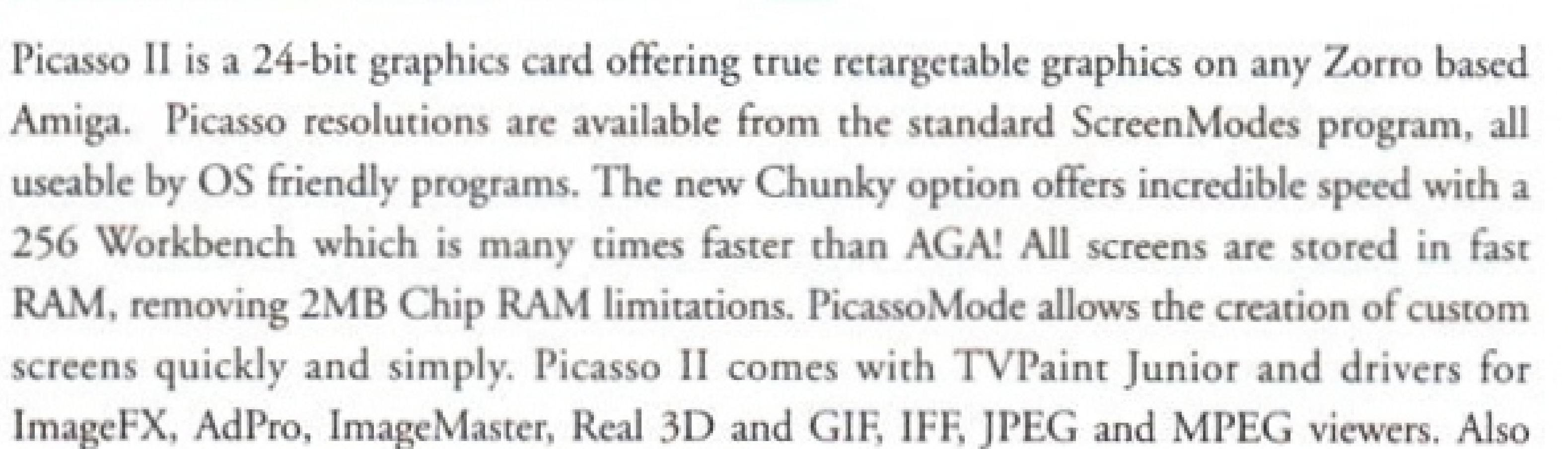


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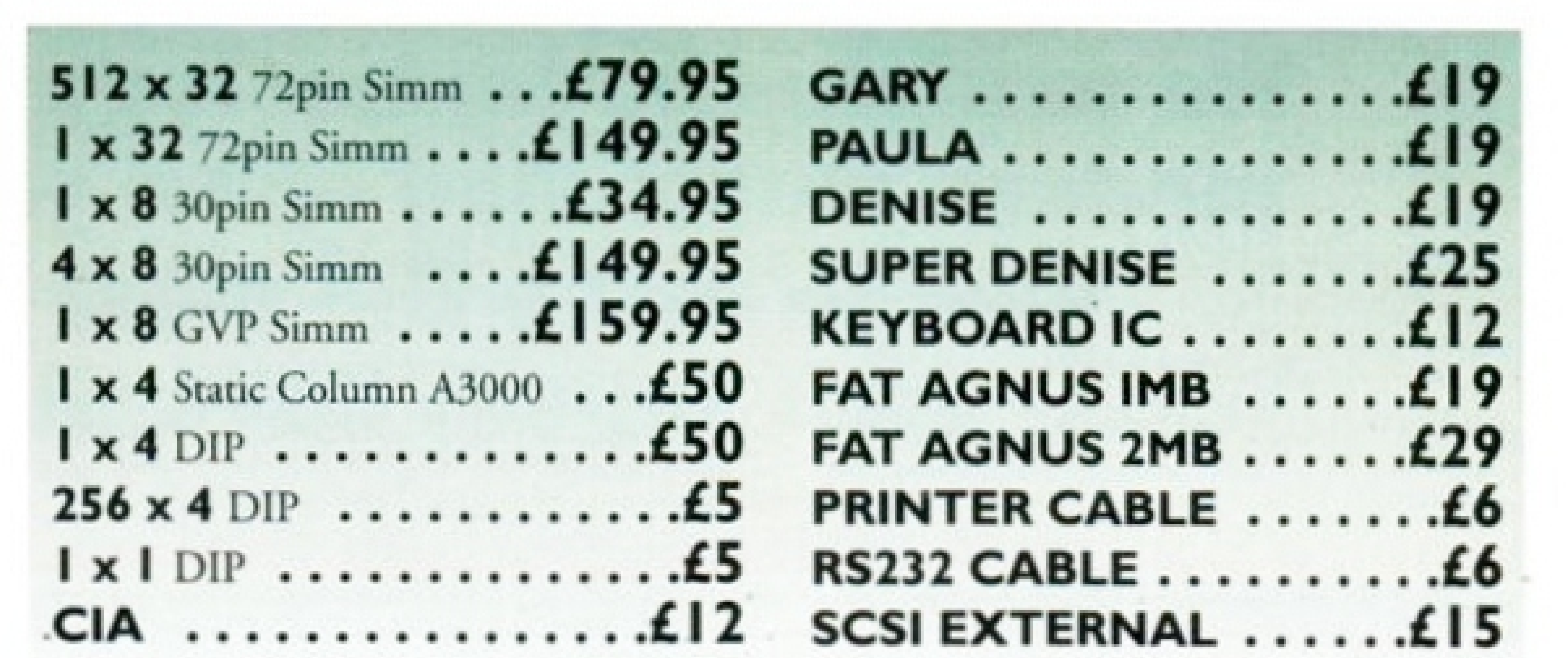
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